

Professional strategies and insider tips!



THE UNOFFICIAL LORD OF THE RINGS ONLINE GUARDIAN GUIDE

Our unofficial strategy guides are sold exclusively on
www.killerguides.com

Important

The short version

This document is a single-user license. Please don't copy or share it.

The long version

This document is seeded. In cases of copyright infringement this information will be used to track down the user ID that was used to acquire the document.

Upon your purchase of the document you agreed to the Terms and Conditions of Killer Guides (<http://www.killerguides.com/terms-and-conditions>). In case you redistribute this document or parts thereof without our written permission a contractual fine of up to \$10,000 applies.

If you bought or received this document free of charge from any other party, you can report them on our contact page (<http://www.killerguides.com/contact>). We reward reports that help to track down a case of copyright infringement with up to \$100.

© Copyright www.killerguides.com 2008. All rights reserved. Lord of the Rings Online is a registered trademark of Turbine, Inc.. All other trademarks are the property of their respective owners.

Table of Contents

Important	2
The short version	2
The long version	2
Introduction	14
Character Creation	15
Server Selection	15
Race Selection	15
Human (Man)	16
Racial Traits	16
Gift of Man	16
Diminishing of Mankind	16
Easily Inspired	17
Strong Men	17
Dwarf	17
Racial Traits	17
Sturdiness	17
Stocky	17
Lost Dwarf-kingdoms	18
Unwearying in Battle	18
One Handed Axes	18
Elf	18
Racial Traits	18
Sorrow of the Firstborn	19
Agility of the Woods	19
Fading of the Firstborn	19
Suffer no Illness	19
Hobbit	19
Racial Traits	19
Small Size	20
Hobbit Toughness	20
Rapid Recovery	20

The Unofficial Lord of the Rings Online Guardian Guide

Hobbit Courage	20
Resist Corruption	20
Racial Traits	21
Human (Man)	21
Man of the Fourth Age	21
Upper-Cut	21
Tactics and Might Bonus	21
Man Sword-damage Bonus	22
Return to Bree	22
Balance of Man	22
Duty-bound	22
Strength of Morale	22
Dwarf	22
Fateful Dwarf	23
Head-Butt	23
Guile and Might Bonus	23
Dwarf Axe-damage Bonus	23
Return to Thorin's Gate	23
Dwarf-endurance	24
Hunker Down	24
Shield Brawler	24
Elf	24
Sylvan Shadows	24
Tactics and Conviction Bonus	25
Elf Bow-damage Bonus	25
Friend of Man	25
Return to Rivendell	25
Eldar's Grace	25
Elf One-handed Sword Damage Bonus	25
Power of the Eldar	26
Hobbit	26
Hobbit-stature	26
Return to Michel Delving	26

The Unofficial Lord of the Rings Online Guardian Guide

Hobbit-stealth	26
Hobbit-silence	27
Stoop for a Stone	27
Guile and Conviction Bonus	27
Hobbit Club-damage Bonus	27
Hobbit-resilience	27
Commonly used terms	29
LOTRO	29
Kinship	29
Monster Play	29
Aggro	29
Mitigation	29
BPE Or B/P/E	30
Guardian Skills	30
A Strong Offence	30
Guardian's Ward	30
Sting	31
Sweeping Cut	31
Salt the Wound	31
Stamp	31
Charge	32
Block and Counter	32
Shield Swipe	32
Bash	32
Catch a Breath	33
Shield Taunt	33
Drawing the Ire	33
Shield-Blow	34
Vexing Blow	34
Challenge	34
Fray the Edge	35
Engage	35
Parry and Retaliate	36

The Unofficial Lord of the Rings Online Guardian Guide

Retaliation	36
Overwhelm	36
Whirling Retaliation	36
Thrust	37
Ready for Anything	37
Guardian's Defence	37
Guardian's Parry	37
Guardian's Pledge	38
Protection	38
Thrill of Danger	38
Warrior's Heart	39
Deep Breath	39
Turn the Tables	39
Guardian's Promise	40
Guardian Traits	40
Stinging Blow	40
Guardian's Ward	41
Shield Expertise	41
Reactive Block	41
Harasser	41
To the Rescue	42
Deflected Blows	42
Controlled Breathing	42
Stoic	42
Quickness	42
Selfless Defense	43
Grim Challenge	43
Heat of Battle	43
Brave Heart	43
Strong Lungs	44
Legendary Traits	44
Challenge the Darkness	44
Guardian's Threat	44

The Unofficial Lord of the Rings Online Guardian Guide

Shield-Smash	45
To the King	45
Acquiring Traits and Formation	45
Regional Deeds	46
Charity	46
Compassion	46
Confidence	47
Determination	47
Discipline	48
Empathy	48
Fidelity	49
Fortitude	49
Honesty	50
Honour	50
Idealism	51
Innocence	51
Justice	52
Loyalty	52
Mercy	53
Patience	53
Tolerance	54
Valour	54
Wisdom	55
Zeal	55
Home Reputation Deeds	56
Slotting Virtues for PVE	56
Slotting Virtues for PVP	57
Common Guardian Builds	57
Pure Tanking Trait Build	57
Virtues	57
Solo Trait Build	58
Traits	58
Virtues	58

The Unofficial Lord of the Rings Online Guardian Guide

PVP Build	59
Virtues	59
Armor and Mitigation	60
Vitality	60
Might	60
Agility	61
Will	61
Fate	61
Crafted armor Sets	61
Weapons	65
Damage Types	65
Beleriand	65
Fire	65
Light	65
Westernessee	66
Ancient Dwarf-make	66
Weapon Speed	66
Weapon statistics	66
Weapon Bonuses	67
Crafted Weapons	67
Level 16	67
Level 21	68
Level 27	68
Level 31	68
Level 35	68
Level 42	69
Level 47	69
Basic and Advanced Tanking Methods	70
Advanced Tanking	71
Aggro Bouncing	72
Debuffs: The Mezzes, Resists, and Poisons	73
Debuffs	73
Poisons	73

The Unofficial Lord of the Rings Online Guardian Guide

Disease	73
Wound	73
Fear	74
Dread	74
Mezzes	74
Stun Immunity	74
Fellowship Maneuvers	76
To the King	76
Crafting	77
Crafting Basics	77
Tier 1 - Apprentice	77
Tier 2 - Journeyman	78
Tier 3 - Expert	78
Tier 4 - Artisan	78
Tier 5 - Master	78
armorer	78
Armsman	79
Explorer	79
Historian	79
Tinker	79
Woodsman	80
Yeoman	80
Leveling and Gold making	81
Introduction Areas	81
A Dwarf's beginning: Ered Luin	81
A Man's Beginning: Bree-Land	82
Hobbit's First Breakfast: Questing in the Shire	82
The Plight of the Elves: Questing in Ered Luin	83
Lone Lands: Level 15-28	83
North Downs: Level 20-35	84
Evendim: Level 32-39	85
Trollshaws: Level 32-45	85
Misty Mountains: Level 39-49	86

The Unofficial Lord of the Rings Online Guardian Guide

Angmar: Level 40-50	87
Forochel: Level 44-49	88
Ettenmoors: Level 40-50	89
Mirkwood	89
Western Mirkwood: Level 60-62	90
Central Mirkwood: Level 62-63	91
Eastern Mirkwood: Level 63-65	92
Other Gold Making Techniques	92
Epic Quest line	94
Book I: Stirring in the Darkness - level 10-18 : 12 Chapters	94
Book II: The Red Maid - Level 26-29 : 9 Chapters	94
Book III: The Council of the North - Level 29-30 : 7 Chapters	94
Book IV: Chasing Shadows Level 37-42 : 9 Chapters	95
Book V: The Last Refuge Level 43-45 : 8 Chapters	95
Book VI: Fires in the North - Level 45-47 : 7 Chapters	95
Book VII: The Hidden Hope Level 49-50 : 8 Chapters	96
Book VIII: The Scourge of the North - Level 50 : 6 Chapters	96
Book IX: The Shores of Evendim - Level 50 : 5 Chapters	97
Book X: The City of the Kings - Level 50 : 14 Chapters	97
Book XI: Prisoner of the Free Peoples - Level 50 : 13 Chapters	97
Book XII: The Ashen Wastes - Level 50 : 9 Chapters	98
Book XIII: Doom of the Last-King - Level 50 : 11 Chapters	98
Class Quests	99
Level 15 Class Quest: A Shield Against Adversity	99
Level 30 Class Quest: A Guardian's Duty	99
Level 50: The Bravest Deed is Selfless	100
Level 50: Implements of Battle	100
Level 50: Articles of Fortitude	101
Level 50: A Lesson from Samwise Gamgee	102
End-Game Instances and Raids	103
12 and 24-Man Raids	103
The Rift of Nurz Ghashu	103
Mines of Moria Expansion	105

The Unofficial Lord of the Rings Online Guardian Guide

New Guardian Skills	105
Improved Sting	105
Improved Shield Blow	106
Brutal Assault	106
Litany of Defiance	106
New Guardian Deeds	107
Blocking Force	107
Final Straw	107
Hit Where it Hurts	108
Litany of Challenge	108
Quick of Foot	109
Raw Power	109
Shield of Fire	109
Threatening Presence	110
New Legendary Traits	110
Litany Master	110
Heart of Fire	111
Hemorrhage	111
Class Trait Sets	113
The Fighter of Shadow	113
Traits in the Set	113
2 Traits Equipped:	114
3 Traits Equipped:	114
4 Traits Equipped:	114
Legendary Capstone Trait:	114
Heart of Fire	114
The Defender of the Free	114
Traits in this set	115
2 Traits Equipped	115
3 Traits Equipped	115
4 Traits Equipped	115
Legendary Capstone Trait:	115
Litany Master	115

The Unofficial Lord of the Rings Online Guardian Guide

The Keen Blade	116
Traits in this set	116
2 Traits Equipped	116
3 Traits Equipped	116
4 Traits Equipped	116
Legendary Capstone Trait: Hemorrhage	116
Legendary Items	117
Legendary Item Experience	117
Reforging your Legendary Item	118
Where to Find Legendary Items	118
Farming Legendary Items	119
Legacies	119
Weapons	120
Belt	120
Deconstructing Legendary Items	121
Deconstruction Loot	121
Relics, Runes, Gems and Shards	122
Tier One Relics	122
Tier Two Relics	122
Tier Three Relics	123
Tier Four Relics	123
Tier Five Relics	123
Tier Six Relics	124
Tier 7 Relics	124
Tier 8 Relics	125
Using Legacies and Relics to Match Your Play Style	125
Tanking Scenarios	125
Overpower Scenarios	126
New Zones	127
Eregion	127
The Mines of Moria	128
Radiance Instances and Armour	129
Skum Fil	129

The Unofficial Lord of the Rings Online Guardian Guide

Fil Gashan	130
The Forges	131
16th Hall	131
Dark Delving	132
The Grand Stair	132
Other Armour Sets	134
MoM Guardian Armor Sets	134



Introduction

The Guardian is a skilled fighter, begging to be at the center of the fight. A protector of the weak, the Guardian longs to take have the attention of whatever he may face. Able to survive long battles and hardened foes, the Guardian looks to stand in the place of others, and receive the attacks of the enemy, freeing his fellowship to attack with uninhibited focus. The Guardian wears heavy armor, and can be found with a shield, axe, spear, mace or hammer, as well as a massive shield for protection. The main goal of a Guardian in game is to hold aggro on the enemies it faces. The Guardian is a secondary source of DPS but their main goal is to maintain the attention of the mob, and to use it's high armor value to mitigate the damage the mob inflicts.

Character Creation

- Server Selection
- Race Selection
- Racial Traits

Server Selection

Creating a character in Lord of the Rings: Online begins at the Character Creation page. After logging in, you will be brought to server selection screen. On this screen you will be able to choose the server you wish to create your character on. If you are unsure of what server to start your character on, visit the server specific sections of the official Lord of the Rings: Online forums to get an idea of each.

Race Selection

After choosing your server, you will move to the race selection page. For Guardian's, the applicable races are the race of Man, Dwarf, Hobbit and Elf. All but Dwarf allow for both Male and Female character creation.

Choosing a race can be a choice of statistics, or one of role-playing value. Typical guardians choose either Dwarf or Man, as they provide great racial traits as well as a strong role-playing factor. However, one should not look past the Elf and Hobbit races, while the racial traits may not be as strong as those for the Dwarf and Human, the Guardian class still balances itself very well across the board. Listed below are the different races and their racial abilities.

Once you select a race, you are brought to the class selection page. Here you can see what the specific race of choice can be. Select Guardian and click continue. This will bring you to the character customization screen.

On this screen you will be able to name your character, select the origins, as well as customize the appearance of your character. Everything from head and face shape to details including scars and wrinkles are available. You can also

choose the eye, skin and hair colors. Please remember that all of the appearance traits are final except hair. Ensure that this is the way you would like your character to appear, and click Enter Middle Earth.

Human (Man)

The Human, or Man race as it is known in lotro, is known for being a race of resourcefulness and courage. Hailing from Bree-Land, Dale-Lands, Gondor or Rohan, the race of Man can be played as a male or a female. Each land of origin brings a different background, and depending on the role-playing factor, some areas tend to be more popular than others, but it does not affect the gameplay.

Racial Traits

- Gift of Man
- Diminishing of Mankind
- Easily Inspired
- Strong Men

Gift of Man

Gives +15 Fate. This gift comes from the greatest destiny of all the free peoples.

Diminishing of Mankind

Give -8 Will. The will of Man is weaker than other races.

Easily Inspired

Increases in and out-of-combat morale regeneration.

Strong Men

Gives +15 Might. The strength of Men is greater than those of it's allies.

Dwarf

Stout in stature, the Dwarves of lotro come from mountain and stone. Dwarves are known for their sturdiness in battle, as well as their lust for all that glitters. While all other races include both male and female characters, Dwarves may only be male. Dwarf-kind may hail from the Blue Mountains, the Iron Halls, the Lonely Mountain, the Grey Mountains or the White Mountains.

Racial Traits

- Sturdiness
- Stocky
- Lost Dwarf-kingdoms
- Unwearying in Battle
- One Handed Axes

Sturdiness

Gives +15 Might, +10 Vitality, and +1% to Common Mitigation. Dwarves are the sturdiest race, their stout figure accounting for great strength and durability.

Stocky

Gives -8 Agility. While stoutness gives strength, it does not bold well for being an agile warrior.

Lost Dwarf-kingdoms

Gives -8 Fate. With the kingdoms of the Dwarves diminishing, their fate follows suit.

Unwearying in Battle

Gives +.05 in-combat morale and power regeneration, -1 non-combat morale regeneration and -0.5 non-combat power regeneration. The dwarf seeks battle at all times, and despises rest.

One Handed Axes

Proficient in one-handed axes. The dwarf from birth knew how to wield an axe.

Elf

One of the elder races of Middle Earth, the Elf is an ally to nature. Tall and slender, the Elf is a secluded and protective race. Outsiders are carefully examined before welcome, and the Elf always keep their eyes out for intruders. Elvish players may be either male or female. Elves may hail from Lindon, Lorien, Mirkwood, Rivendell or Edhellond.

Racial Traits

- Sorrow of the Firstborn
- Agility of the Woods
- Fading of the Firstborn
- Suffer no Illness

Sorrow of the Firstborn

Gives -20 Maximum Morale and -1.0 Non-Combat morale regeneration. Elves are subject to the sorrow of the plagues and evil around them.

Agility of the Woods

Gives +15 Agility. The Elf is the most graceful and agile of Middle Earth.

Fading of the Firstborn

Gives -8 Fate. Like the Dwarves, the Elves time in Middle Earth is numbered.

Suffer no Illness

Gives +1% to Disease and Poison Resistance. The elves resist the pain of nature.

Hobbit

The most joyful and energetic of the races, the hobbit is a small but fun race. Simple in mind and attitude, the hobbit is dependable and strong, fighting monsters many times it's size without fear. The hobbit player may chose either a male or female hobbit. Hobbits may hail from Fallohide, Harfoot or Stoor.

Racial Traits

- Small Size
- Hobbit Toughness
- Rapid Recovery
- Hobbit Courage
- Resist Corruption

Small Size

Gives -8 Might. Hobbits lack the size and strength of the other races.

Hobbit Toughness

Gives +15 Vitality. What Hobbits lack in might, they make up in toughness.

Rapid Recovery

Gives +1.0 Non-Combat moral regeneration. Hobbits recover faster out of harms way.

Hobbit Courage

Gives +1% Fear Resistance. While small, the hobbit is brave and resistant to fear.

Resist Corruption

+1% Shadow Mitigation. Hobbits bravery helps in resisting the Shadow.

Once you select a race, you are brought to the class selection page. Here you can see what the specific race of choice can be. Select Guardian and click continue. This will bring you to the character customization screen.

On this screen you will be able to name your character, select the origins, as well as customize the appearance of your character. Everything from head and face shape to details including scars and wrinkles are available. You can also choose the eye, skin and hair colors. Please remember that all of the appearance traits are final except hair. Ensure that this is the way you would like your character to appear, and click Enter Middle Earth.

Racial Traits

Along with the racial traits given to each race at the creation of a character, there are others gained by achievements in Middle Earth. These racial traits can be equipped at a Bard, found in the majority of major cities.

Human (Man)

- Man of the Fourth Age
- Upper-Cut
- Tactics and Might Bonus
- Man Sword-damage Bonus
- Return to Bree
- Balance of Man
- Duty-bound
- Strength of Morale

Man of the Fourth Age

Begins at level 13.

Adds a trait for +20 will

Achieved by killing 50 Wargs; Called Enmity of the Wargs I

Upper-Cut

Begins at level 13

Gives you a short-range attack

Achieved by killing 50 Undead; Called Enmity of the Dead I

Tactics and Might Bonus

Begins at level 19

Gives a 5% bonus to Green and Red Conjunction Colors

Achieved by killing 100 Undead; Called Enmity of the Dead II

Man Sword-damage Bonus

Begins at level 25

Gives a 2% bonus to 1-handed and 2-handed Sword damage

Achieved by killing 150 Undead; Called Enmity of the Dead III

Return to Bree

Begins at level 29

Enables a trait to teleport to Bree

Achieved by killing 150 Wargs; Called Enmity of the Wargs II

Balance of Man

Begins at level 30

Gives a 1% bonus to block, parry and evade

Achieved by killing 150 Hillmen; Called Enmity of the Hillmen I

Duty-bound

Begins at level 35

Adds a bonus to your fellowships morale

Achieved by killing 150 Wargs; Called Enmity of the Wargs III

Strength of Morale

Begins at level 35

Restores 3,000-3,005 Morale

Achieved by killing 250 Hillmen; Called Enmity of the Hillmen II

Dwarf

- Fateful Dwarf
- Head-Butt
- Guile and Might Bonus
- Dwarf Axe-damage Bonus
- Return to Thorin's Gate
- Dwarf-endurance
- Hunker Down
- Shield Brawler

Fateful Dwarf

Begins at level 13

Adds a trait for +20 Fate

Achieved by killing 50 Goblins; Called
Enmity of the Goblins I

Head-Butt

Begins at level 13

Gives you a short-range attack

Achieved by killing 50 Dourhands;
Called Enmity of the Dourhands I

Guile and Might Bonus

Begins at level 19

Adds 5% to damage of Red and
Yellow Conjunction Colors

Achieved by killing 100 Dourhands;
Called Enmity of the Dourhands II

Dwarf Axe-damage Bonus

Begins at level 25

Gives a 2% bonus to 1-handed and
2-handed Axe damage

Achieved by killing 250 Dourhands;
Called Enmity of the Dourhands III

Return to Thorin's Gate

Begins at level 29

Enables a trait to teleport to Thorin's
Hall.

Achieved by killing 100 Goblins; Called
Enmity of the Goblins II

Dwarf-endurance

Begins at level 30

Enables the ability Dwarf-endurance;
A skill that provides 35-50 Vitality,
depending on level, for 10 seconds

Achieved by killing 100 Trolls; Called
Enmity of the Trolls I

Hunker Down

Begins at level 35

Adds +75% to Common, Shadow and
Fire mitigation for 10 seconds

Called Endurance of Stone

Achieved by killing 250 Goblins;
Called Enmity of the Goblins III

Shield Brawler

Begins at level 35

Adds 2% to block chance

Achieved by killing 150 Trolls; Called
Enmity of the Trolls II

Elf

- Sylvan Shadows
- Tactics and Conviction Bonus
- Elf Bow-damage Bonus
- Friend of Man
- Return to Rivendell
- Eldar's Grace
- Elf One-handed Sword Damage Bonus
- Power of the Eldar

Sylvan Shadows

Begins at level 13

Enables Stealth Movement; Decreased
movement speed, but subtracts 3 from
Stealth level

Achieved by killing 50 Goblins; Called
Enmity of the Goblins I

Tactics and Conviction Bonus

Begins at level 19

Adds 5% to Blue and Green Conjunction colors

Achieved by killing 100 Goblins; Called Enmity of the Goblins II

Elf Bow-damage Bonus

Begins at level 25

Gives a 2% bonus to Bow damage

Achieved by killing 150 Goblins; Called Enmity of the Goblins III

Friend of Man

Begins at level 13

Adds +20 Fate

Achieved by killing 50 Orcs; Called Enmity of the Orcs II

Return to Rivendell

Begins at level 29

Enables a trait to teleport you to Rivendell

Achieved by killing 100 Orcs; Called Enmity of the Orcs II

Eldar's Grace

Begins at level 35

Adds 75% chance to parry for 10 seconds

Achieved by killing 250 Orcs; Called Enmity of the Orcs III

Elf One-handed Sword Damage Bonus

Begins at level 30

Gives a 2% bonus to One-handed Sword damage

Achieved by killing 100 Drakes; Called Enmity of the Drakes I

Power of the Eldar

Begins at level 35

Adds a bonus to your fellowship's power by 2% for 10 minutes

Achieved by killing 150 Drakes;
Called Enmity of the Drakes II

Hobbit-stature

Begins at level 13

Adds +20 Might

Achieved by killing 50 Spiders; Called
Enmity of the Spiders I

Hobbit

- Hobbit-stature
- Return to Michel Delving
- Hobbit-stealth
- Hobbit-silence
- Stoop for a Stone
- Guile and Conviction Bonus
- Hobbit Club-damage Bonus
- Hobbit-resilience

Return to Michel Delving

Begins at level 29

Enables a trait to teleport you to Michel Delving

Achieved by killing 150 Spiders; Called
Enmity of the Spiders II

Hobbit-stealth

Begins at level 29

Gives you a stealth-ability

Achieved by killing Goblins; Called
Enmity of the Goblins I

Hobbit-silence

Begins at level 35

Gives Hobbit-silence, a 30 second feign-death ability

Achieved by killing 100 Goblins; Called Enmity of the Goblins II

Hobbit Club-damage Bonus

Begins at level 25

Gives a 2% bonus to 1-handed and 2-handed Club damage

Achieved by killing 150 Wolves; Called Enmity of the Wolves III

Stoop for a Stone

Begins at level 13

Gives the Throw Stone skill, a short ranged attack dealing 9 common damage

Achieved by killing 50 Wolves; Called Enmity of the Wolves I

Hobbit-resilience

Begins at level 35

Gives your fellowship a +1 non-stacking hope buff

Achieved by killing 250 Spiders; Called Enmity of the Spiders III

Guile and Conviction Bonus

Begins at level 19

Adds 5% to Yellow and Green Conjunction Colors

Achieved by killing 100 Wolves; Called Enmity of the Wolves II

Listed below is a table of the starting stats for the Guardian, separated by race. All Stats are current as of Book 13. * Block % Based on Shield Use.

	Man	Elf	Dwarf	Hobbit
Might	29	14	29	6
Agility	10	25	2	10
Vitality	14	14	24	29
Will	3	11	11	11
Fate	23	1	1	8
Critical %	1.8	2.7	0.9	1.8
Fire %	4.3	4.3	5.6	6.1
Common %	2.2	1.5	3.2	1.1

The Unofficial Lord of the Rings Online Guardian Guide

Shadow %	4.3	4.3	5.6	7.1
Frost %	4.3	4.3	5.6	6.1
Block %	n/a*	n/a*	n/a*	n/a*
Evade %	1.3	2.0	0.7	1.3
Parry %	2.5	2.4	2.3	1.8
Fear %	1.4	2.0	2.0	3.0
Wound %	2.2	2.2	2.7	2.9
Disease %	1.7	2.7	2.2	2.3
Poison %	1.7	2.7	2.2	2.3
Melee Eff	29	28	29	28
Range Eff	0	0	0	0

Commonly used terms

Throughout your time in Middle Earth, you will come across many new terms, from Guardian-specific to Lord of the Rings lore. Listed below are some of the most common terms used in Lord of the Rings: Online.

LOTRO

This is simply the acronym for Lord of the Rings: Online. Many players will refer to the game as lotro for short.

Kinship

Similar to a guild. A kinship is a group that people can join, allowing for private chat (kinchat) and a greater immersion.

Monster Play

Monster play is the PVP (player vs player) portion of lotro. At level 10, a player can create a "Monster" at the character selection screen. These are used in the Ettenmoors, a distinct area for PVP.

Aggro

Aggro, short for aggravation, is the attention, focus, or hate an enemy has for you. The Guardian's focus is maintaining aggro, and use skills that provoke the enemy to gain aggro.

Mitigation

Mitigation is the % of damage a Guardian can negate before taking damage. This is dictated by the armor and might the Guardian has. Mitigating a 100 Common damage attack at 50% mitigation would mean the Guardian only takes a hit of 50 damage. There are four types of mitigation for the four types of damage; Fire, Frost, Common and Shadow.

BPE Or B/P/E

This is simply the Block, Parry, and Evade percentages. Sometimes, another character in-game will ask what your bpe is, and he is asking for those percentages.

A Strong Offence

These skills are the typical "Offence" set for the Guardian. Each skill is good for providing damage or leading to damage. In this group you will find some of the strongest attacks available to the Guardian.

Guardian Skills

The Guardian's skills are what gives them the ability to do what they do. From tanking to fighting mobs with 2-handed weapons, their skills are what they rely on. However, there are a few skills that outweigh all other skills. Listed below is a skill by skill look at the Guardian's tools, followed by practical uses pertaining to damage, power management, and aggro building. The groups are broken down into Active and Passive Skills, and then into the Guardian groups; A Strong Offence, Block and Counter, Drawing the Ire, Overpowering Assault, Parry and Retaliate and Ready for Anything. It should be noted that Active attacks are available for training on even level advancements (6,8,10 etc), while Passive skills are available at odd levels (7,9,11 etc).

Guardian's Ward

Active at level 1

+4% Parry Chance

+4% Block Chance

-5% Armor Wear from Hits

Cooldown: 3 Seconds

If the Guardian's Ward trait is slotted, the following changes occur to the skill Guardian's Ward:

+5% Parry Chance

+5% Block Chance

-10% Armor Wear from Hits

Cooldown: 3 Seconds

Guardian's Ward is a must use skill. Often times this skill is used within the first few strikes, as the debuff it gives lasts 10 seconds. The +4 or 5% to Block and Parry nearly ensures a reactive or retaliate opportunity.

Sting

Active at level 1

A light, quick attack

Cooldown: 6 seconds

Sting is a great secondary damage key. Because of the quick cooldown and quick strike, it's great for putting in extra damage without sacrificing a lot of time.

Sweeping Cut

Trainable at level 2

An attack that strikes twice, damaging up to 3 enemies.

Damage is Main-hand + 1 and Main-hand

Cooldown: 9 seconds.

Sweeping Cut is a vital Guardian skill, and should be used in every situation except for crowd-control situations. If a mob is stunned, using this near the mob will inevitably wake the mob up. However, in situations where you are fighting multiple mobs, this high DPS strike is perfect for hitting up to three mobs with a multi-strike.

Salt the Wound

Trainable at level 28

An attack that gives bonus damage if thrust is present on enemy.

Main-hand Weapon + bonus damage

If the Deep Wound effect of Thrust is present, debuff becomes "Aggravated Deep Wound", doing 49 Common Damage every 2 seconds for 20 seconds.

Cooldown: 5 seconds

Salt the Wound is only useful if you use Thrust. If thrust is used, you may use Salt the Wound directly after to get the modified debuff, bleeding your enemy for bonus damage.

Stamp

Trainable at level 32

An attack that interrupts your enemy's concentration, breaking the action in progress.

Cooldown: 1 minute

Stamp is useful for interrupting enemies that cast. Similar to the Champion's clobber, using Stamp will stop the in-progress cast, and is excellent in both enemies that can heal, as well as enemies that have a high-damage cast. Using this

skill wisely can greatly shorten a fight.

Charge

Trainable at level 48

Gives +50% Run Speed for 7 seconds

Cooldown: 3 minutes

Charge is a great skill in PvP (Player vs Player) but can also be used in other situations. It's great to engage a mob before your party arrives, and also useful when running to save a healer from the enemy. Charge in PvP is perfect for chasing down fleeing enemies, and coupled with engage provides the perfect opportunity to gain an advantage on your opponent. This skill was introduced with the "Month of the Guardian" in Book 12.

Block and Counter

Block and Counter skills are activated upon a successful block. These skills are useful for damaging the enemy, building aggro and temporarily stunning. All of these skills are considered reactive, and will only become available when the Guardian blocks an enemy's attack.

Shield Swipe

Trainable at level 4

After a successful block, the Guardian can attack with both the weapon and shield. This attack generates additional threat.

2 Attacks: Main hand weapon + 1 damage and common damage

Cooldown: 5 seconds

Shield swipe is a great way to begin the block reactivities. The attack does decent damage and also generates additional threat. Depending on the situation the Guardian is facing, additional threat can be generated after this attack with Shield Taunt, or you can attempt to stun the enemy with Bash.

Bash

Trainable at level 10

Following a successful Shield Swipe, you bash your enemy again, stunning him. This attack also generates additional threat.

Cooldown: 5 seconds

Bash is a great way to stun your enemy and allow for a little un-interrupted attacks. This is most commonly used in

soloing or small groups, as maintaining aggro is less important. For larger groups where the Guardian's DPS is not necessary, Bash becomes less useful, and Shield Taunt may be the better choice.

Catch a Breath

Trainable at level 16

Following a successful block, you can use Catch a Breath to heal morale. Depending on your level, Catch a Breath heals different amounts. At level 16, it heals 20.0-25.0 Morale. At level 50, it heals 232.0-237.0.

Cooldown: 1 minute

Catch a Breath is a skill used to self-medicate morale lost in battle. Depending on your current state of health, this is often a "use early, use often" skill. Because of the cooldown length, in longer battles it's good to use it at the beginning even if you haven't lost a ton of health, as it may be available to you later in battle. This is useful in both soloing and group settings, as healing yourself generates threat.

Shield Taunt

Trainable at level 22

After successfully performing a Shield Swipe, the Guardian may perform Shield-Taunt, laughing and taunting their surrounding enemies with their shield. This skill generates additional aggro.

Cooldown: 10 seconds

After using Shield Swipe, there are two skills that become available; Bash and Shield Taunt. As relayed earlier, bash is useful in solo situations to provide a stun. In group situations, where additional DPS is present, using Shield Taunt is a great way to increase threat. In group settings, this is the most important role for a Guardian, and Shield Taunt helps in that process.

Drawing the Ire

As the name suggests, skills found under this section are meant for one thing; Drawing the attention, threat, and aggro of the enemy. While not providing maximum damage, these skills are extremely necessary to the maintenance of aggro.

Shield-Blow

Active at level 1

An attack with your shield that generates additional threat.

Cooldown: 3 seconds

While the damage of Shield-Blow is not anything to raise an eye, the main purpose behind using this skill is the ability of it to add aggro. Shield-Blow is a great skill to use to help generate threat, and using it in combination with other threat-generating skills ensures a target enemy locked on you.

Vexing Blow

Trainable at level 6

An attack that draws the enemy's attention. With the slot trait, attacks up to three enemies.

Cooldown: 6 seconds

Vexing blow is one of the first attacks you can train, and during the lower levels, this is a fantastic attack that does Main hand weapon +3 damage. While this isn't an overwhelming attack, grouped players will appreciate the aggro you can maintain using this attack. In combination with the other

aggro-inducing attacks, this attack is a must use. At level 50 it's a vital part of Guardian's combinations. Most people do not use the slotted trait that gives an AOE attack instead of single, as while it does give you another AOE attack, it limits the single-mob attacks a Guardian can use. This is essential in later stages of the game, when Guardian's are tanking mobs around mezzed or crowd-controlled mobs.

Challenge

Trainable at level 36

An AOE shout that forces your enemies to attack you. This skill adds additional threat to multiple mobs.

Cooldown: 30 seconds

Challenge is one of the few skills that can save your group when a mob or two leave their targets for a different fellow. The outcome could be disastrous, but with the use of challenge, the debuff immediately brings the mob(s) back to the Guardian, and allows them time to re-establish aggro. It should be noted though, that in a situation where there are multiple tanks, using an AOE taunt like Challenge will pull the mobs off of their respective tanks to you, so use sparingly. Typical use of this is when mobs target your healer, whether that be a Minstrel or

Loremaster.

Fray the Edge

Trainable at level 40

A ranged taunt that also increases the chance of starting a conjunction on the mob. This debuff stacks up to 5 times.

Listed below are the chance multipliers:

Stack 1 - 1%

Stack 2 - 3%

Stack 3 - 6%

Stack 4 - 10%

Stack 5 - 15%

* Fray the Edge maxes out at 15% increase to conjunction chance.

Cooldown: 10 seconds

Fray the Edge is one of the new skills introduced in the "Month of the Guardian" and Book 12. It is a great skill to begin a fight with because of the range on it. Using the skill immediately starts aggro on the Guardian's target. This is a great way of pulling and positioning the target before your group engages.

As for the stacking aspects of the debuff. The cooldown and debuff length are different, so in a single Guardian situation, the Guardian can hit the skill every time it is up to increase the stack

multiplier.

In a situation where there are multiple Guardians, trading off use of the skill allows for the multipliers to increase quickly. It should be noted that after 5 debuffs there is no additional benefit, as the debuff maxes out at 15%.

Engage

Trainable at level 42

A skill that slows the target to 75% run speed and brings the Guardian to the top of the enemy's threat list. The skill also slows the Guardian's movement to 85% run speed.

Cooldown: 1 minute

Engage, falling in PVE line with Challenge, is a great tool to dig yourself out of an aggro hole. Because you will move to the top of the target's aggro list, this skill is great for situations where the healers are being attacked by a single target, or if in end-game instances, if the main tank goes down and the backup tank needs to establish aggro.

While in PVE, engage is a great skill, it should be noted that one of the best benefits of engage is found in the PVP area. Because Guardian's are a melee

class, they need to be in melee range to do serious damage. Engage allows them to catch an enemy that may be outside of melee range, and make them pay for trying to run.

Parry and Retaliate

As the title says, this section deals with reactives to the parry of an enemy's attack. These attacks cost less power than the block reactives, and also allow for greater damage through the set. The Parry and Retaliate tree is where the reactive damage is.

Retaliation

Trainable at level 8

A swift attack that becomes available on the parry of an enemy's attack.

Cooldown: 5 seconds

Retaliation is the base attack in the Parry and Retaliate tree of attacks. This attack begins the series that leads to Overwhelm, Whirling Retaliation, and Thrust. It is necessary to use Retaliation to get to the other attacks

Overwhelm

Trainable at level 10

A powerful attack after a retaliation that stuns on a critical hit. This attack does main hand weapon damage + 6.

Cooldown: 5 seconds

When using the parry tree of attacks, there are 3 courses you can take. Overwhelm is the best attack for fighting solo enemies that are not stun-immune. This means if you land a critical strike it will stun them, allowing for uninterrupted attacks.

Whirling Retaliation

Trainable at level 14

An AOE attack that damages up to 3 enemies, available after a successful retaliation.

Cooldown: 5 seconds

Whirling retaliation is best used in a situation where the Guardian is facing multiple enemies at one time. This is a great AOE, and helps in keeping each of the enemies focused on the Guardian. Be careful with this attack though, as if you are near a mob that is stunned, it will break the mez on the mob.

Thrust

Trainable at level 18.

After a successful Retaliation, an attack that also adds a damage over time (DOT) on the enemy.

Cooldown: 5 seconds

Thrust is an attack to use on a mob that is stun-immune or an enemy that stealths or buries themselves. It is very useful when applying Salt the Wound after Thrust, as this adds more damage per tick on the DOT as well as a longer time period. Thrust is also extremely useful in PVP, as Wargs have the ability to re-stealth, and this DOT prevents them from getting away in stealth.

Ready for Anything

Ready for Anything skills include buffs that increase the major areas of a Guardian, as well as additional buffs that help the Guardian protect others in their group. Most of these skills are buffs that are interchangeable, allowing for switching in different situations.

Guardian's Defence

A buff that adds 5% to Block Chance and -5% Shield Wear from Blocks.

Cooldown: 4 Seconds

Guardian's Defence is a great buff to help increase your chance to block, ensuring more block reactive chances, and also less damage. The higher your block %, the less damage you will take in battle. Toggling this skill helps if you are looking at increasing aggro, as the block reactives are better than the parry reactives for generating threat.

Guardian's Parry

Trainable at level 12

A buff that adds 5% to Parry Chance and -5% weapon wear from Parries.

Cooldown: 4 Seconds

Guardian's Parry is a great skill to increase the Guardian's chance of using the Parry skill tree. Because of the increased percent to parry, this buff is best used when fighting a mob where you are in a DPS role, not a true-tank role. Using Guardian's Parry is a great way to boost DPS, and is also best used in a 2-handed weapon environment.

Guardian's Pledge

Trainable at level 20

A skill that adds 50% to Evade, 50% to Parry, and 50% to Block Chance for 15 seconds.

Cooldown: 5 Minutes

Guardian's Pledge is a last resort skill. In many cases, using Guardian's Pledge means something has gone awry, and the Guardian has found himself in very compromising battle conditions. Typically, these situations include multiple high-level mobs attacking, a group of Creeps in PVP, or any other sort of situation where the Guardian's high B/P/E is being compromised. This skill is best used as a last resort and is also good for boss fights in instances.

Protection

Trainable at level 24

When using a shield, a Guardian may protect one of it's allies, buffing them with +1.5% Evade, +3% Parry Chance, +3% Block Chance. When Selfless Defence is slotted, Protection also adds -10% Perceived threat to receiver of buff.

Protection is best used with the Selfless Defense trait slotted. With the trait

slotted, it's best to use Protection on two classes; healers, and DPS. If a DPS unit is taking aggro away from the Guardian, throwing Protection on them will help lessen the threat they generate. If DPS is ok, using the Protection buff on the healer in the group boosts their B/P/E while also lowering the threat their heals generate, a truly useful skill.

Thrill of Danger

Trainable at level 28

An in-combat only skill that regains power based on the number of enemies near you, with a maximum target of 3.

Cooldown: 7 Minutes

Thrill of Danger is best used when the Guardian has run out of power and is still in combat. It is also best to use when fighting multiple mobs, as the power regain is increased per mob (up to 3). Many times a Guardian will pull extra mobs to increase the gain they get from Thrill of Danger.

Warrior's Heart

Trainable at level 30

An ability to heal and increase Morale above it's normal maximum for 1 minute.

Cooldown: 5 Minutes

Warrior's Heart is best used when the need for self-healing arises. Depending on the level you use it at, you may find it's best used when starting a fight, as it will increase your maximum hp for a minute. Other times, you may find it better served as a mid-health heal, something to boost your HP when you are in the heat of battle. Warrior's Heart can also be reset with the use of Deep Breath.

Deep Breath

Trainable at level 34

Resets the cooldowns for Warrior's Heart, Guardian's Pledge and Thrill of Danger.

Cooldown: 15 Minutes

As the skill states, it resets the important self-medicating and extreme buff skills of the Guardian. This skill is extremely important in PVP as often times you will find yourself in long

instances of combat, where healing by skill and regaining power is a must. It is also important in long boss encounters where you may receive a debuff that drains power/morale at a high rate. Either way, it is best used in situations where you've used the three skills and still need more B/P/E, morale, or power.

Turn the Tables

Trainable at level 36

When in a state of daze, stun, or knocked down, you may use this attack to stun the enemy and open a conjunction.

Cooldown: 5 Minutes

Turn the Tables only becomes available if you can use it, meaning you have to be stunned, dazed, or knocked down in order for it to work. It also opens up a short conjunction. Typically the conjunction is shorter than normal conjunctions, so use it wisely. This is a great way to start a conjunction on an enemy, either in PVE or PVP, as multiple mobs have the ability to stun. Be aware though, if another Guardian is present in your group/raid and they use Turn the Tables, you will simply shake off your state without starting a conjunction. This also holds true if the mob has stun-immunity or conjunction-immunity.

Guardian's Promise

Trainable at level 38

Creates an acorn whistle that allows a fellow to summon you to their side

Cooldown: 15 seconds

Guardian's Promise is a great way to bounce around Middle Earth without the aid of a Captain or Hunter. This ability creates an acorn whistle that can be mailed or traded. Often times getting to a place far away is easily accomplished by sending the acorn to someone in your group. It's also good to keep with those that you group with frequently. If you find yourself having to run around Middle Earth to group with people, have them hold your acorn in their inventory, so when you group you can meet up instantly.

Guardian Traits

While a Guardian's skills are important, the traits are what make the Guardian that much more effective. Coupling skills and traits will increase survivability, aggro control as well as increasing the strength of the skills. Each trait is acquired by a Class Deed, found in-game by pressing Shift+L. The bars associated with each Deed show progress in that particular Trait, and the amount left before completion. Listed below are each of the traits for a Guardian, as well as some recommended

Stinging Blow

Increasing begins at level 1

Requires 750 uses of Sting

Sting skill resets faster and inflicts greater damage. Might is also increased.

Subtracts 3 seconds from Sting Skill Reset

Adds +10 Might

Adds 10% to Damage Multiplier to Sting Damage

Guardian's Ward

Increasing begins at level 1

Requires 1,200 uses of Guardian's Ward

The Guardian's Ward increases the natural damage mitigation. All special attacks also more strongly draw your enemy's attention to you.

+5% Parry Chance

+5% Block Chance

+5% Common Mitigation

-10% armor Wear from Hits

Adds additional threat

Last 10 Seconds

Shield Expertise

Increasing begins at level 3

Requires 1500 uses of Shield-Blow

The Guardian's Shield becomes a greater tool, blocking more attacks, reducing incoming damage, and stirring greater threat to the enemy.

Adds 3% to Block Chance

Adds Additional Threat

Adds 130 to armor Value

Reactive Block

Increasing begins at level 4

Requires 400 uses of Shield-Swipe

You damage your enemy when blocking an attack. Might is also increased.

+10 Might

Harasser

Increasing begins at level 6

Requires 800 uses of Vexing Blow

The Guardian's Vexing Blow is now an AOE attack, hitting up to 3 targets. The skill recovers faster, and Vitality is also increased.

+10 Vitality.

To the Rescue

Increasing begins at level 12

The Guardian may move about more quickly. Vitality is also increased.

Adds 5% to Run Speed

Adds +10 Vitality

Deflected Blows

Reward for finishing level 15 Class Quest

The Guardian generates power for every Block. Block response also lasts longer.

Adds 3 Seconds to Block Response Duration

Controlled Breathing

Increasing begins at level 16

Requires 250 uses of Catch a Breath

Catch a breath heals additional Morale and Power. Vitality is also increased.

+10 Vitality

Stoic

Increasing begins at level 20

Requires 200 uses of Guardian's Pledge

Base Vitality and Fate are increased. Also, all special attacks more greatly draw the enemy's attention.

+15 Vitality

+15 Fate

Adds Additional Threat

Quickness

Increasing begins at level 20

Requires 1,500 uses of Sting

Attack skill is increased as well as might

-5% from Attack Duration

+10 Might

Selfless Defense

Increasing begins at level 24

Protection makes your target less threatening while increasing the enemy's attention on you. Also, all special attacks increasingly draw the attention of your enemy.

Adds additional Threat.

When Protection is cast on fellow:

+1.5% Evade Chance, +3% Parry
Chance

+3% Block Chance, -10% Perceived
Threat

Grim Challenge

Increasing begins at level 26

Requires 300 uses of Challenge

The Guardian's Challenge recovers faster. Vitality is also increased.

Subtracts 15 seconds from Guardian's
Challenge reset

+10 Vitality

Heat of Battle

Increasing begins at level 28

Requires 125 uses of Thrill of Danger

Thrill of Danger returns 2 minutes faster and allows use of reactive skills.

-120 second Reset Time

Retaliation response effect lasts 3 more seconds.

Brave Heart

Increasing begins at level 30

Requires 150 uses of Warrior's Heart

Warrior's Heart recovers quickly and allows use of reactive skills. Also, Shield-Swipe response lasts longer.

-90 Seconds from Skill Reset Time

+3 Seconds to Shield-Swipe Response
Time

Strong Lungs

Increasing begins at level 34

Requires 30 uses of Deep Breath

Deep Breath cooldown is decreased by half. Might is also increased.

-450 Seconds from Skill Reset Time

+10 Might

Legendary Traits

There are four available Legendary Traits for the Guardian. Three of the four are available by gathering a book and pages, while the fourth is bestowed upon completion of the Level 45 Class Quests. You can begin gathering the books and pages at level 39, and the traits are slottable at level 41 and level 45. In order to use these attacks, the Legendary Trait must be slotted. Listed below are the traits and their bonuses.

Challenge the Darkness

An AOE challenge that generates threat, as well as raising your Guardian's Ward.

+5% Parry Chance

+5% Block Chance

+5% Common Mitigation

-10% armor Wear from Hits

Duration: 10 seconds

Cooldown: 10 Minutes

Completed by gathering the book "The Final Word" and pages 6,7,13,14,19,21,24 and 27.

Guardian's Threat

+20.0% Perceived Threat

Completed by gathering the book "A Shield-maiden's Song" and pages 1,8,11,12,15,19,25 and 26.

Shield-Smash

A Shield attack that bashes your enemy for great damage, as well as drawing the enemy's attention to yourself. This attack becomes available after a successful Bash or Shield-Taunt.

211 Common Damage

Completed by gathering the book "The Best Defense" and pages 2,3,5,9,12,16,17 and 19

To the King

A powerful attack on a target after an Overwhelm or Thrust, potentially knocking them down. On critical, this starts a conjunction.

Mainhand Weapon + 91 Damage

+15.0% Run Speed

Duration: 10 Seconds

Cooldown: 5 Seconds

Completed by finishing the level 45 Class Quests.

Acquiring Traits and Formation

While additional traits do help skills, often times the daunting task of using a skill 1,500 times makes the end-prize less sought after. Organization of these grinds is the best way to counter the high repetitions. With a good strategy, the traits acquiring will be less of a grind, and make playing that much more enjoyable.

Each skill has a maximum number of uses per day. Once this maximum number of uses is reached, in the Deed Log you will find a yellow bar under the name of the Deed. What this means is you cannot advance the Deed anymore that day. Understanding the limitations in progress is the best way to maximize each Deed, and the acquisition of traits.

Regional Deeds

Regional Deeds are unlocked by completing quests, traits, exploring areas, or killing a certain creatures. These are called accomplishments. You can track your progress in each area by going to the Deed Log and selecting the appropriate area listed under the "Eriador" tab. Deeds have a max number of levels, and are categorized by area. These are also known as virtues, and can be equipped at any Bard. Listed below are the Deeds, a chart showing the benefits of each at different levels, where to get the deeds and an explanation of what they do. Please note, as of Book 13, all 10 in each deed have not been released.

Lone Lands Quests for a +1 increase, North Downs Quests (Final) for a +1 increase, Ally of Ered Luin for a +1 increase, Forochel Expeditionary for a +1 increase, and Bree-Lands Quests (Final) for a +1 increase.

Rank	WoundR	RangeV	PPReg
10	10	-2.5	3.4
9	9	-2.5	3.1
8	8	-2	2.4
7	7	-2	2.4
6	6	-1.5	2.1
5	5	-1.5	1.8
4	4	-1	1.5
3	3	-1	1.2
2	2	-0.5	0.9
1	1	-0.5	0.6

Compassion

Compassion gives decreased Ranged Vulnerability, increased out-of-combat Power Regeneration, and decreased Tactical Vulnerability. There are currently 7 available levels of Compassion.

Compassion is gained by completing Warden of Evendim (Final) for a +1 increase, Defender of Ered Luin (Advanced) for a +1 increase, Wanderer of Evendim (Advanced) for a +1 increase, Lone Lands Quests (Advanced) for a +1

Charity

Charity gives increased Wound Resistance, decreased Ranged Vulnerability, and increased out-of-combat Power Regeneration. Currently there are 7 available levels of Charity.

Charity is gained by completing "Hero of Ered Luin (Final)" for a +2 increase,

The Unofficial Lord of the Rings Online Guardian Guide

increase, Peril of the Mountains (in the Misty Mountains) for a +1 increase, Forochel Pioneer (Final) for a +1 increase, and The Life of the Bounder (in The Shire) for a +1 increase.

Rank	RangeV	PPReg	TacticV
10	-5	5.1	-1.5
9	-4.5	4.6	-1.5
8	-4	4.1	-1
7	-3.5	3.7	-1
6	-3	3.2	-1
5	-2.5	2.8	-1
4	-2	2.3	-1
3	-1.5	1.8	-0.5
2	-1	1.3	-0.5
1	-0.5	0.8	-0.5

exploring Garth Agarwen in the Lone Lands for a +1 increase, completing The Road to War in Angmar for a +2 increase, and completing Where Giants dwell in Misty Mountains for a +1 increase.

Rank	FearR	Will	PPReg
10	10	15	3.4
9	9	14	3.1
8	8	12	2.8
7	7	11	2.4
6	6	9	2.1
5	5	8	1.8
4	4	6	1.5
3	3	5	1.2
2	2	3	0.9
1	1	2	0.6

Confidence

Confidence gives increased Fear Resistance, increased Will, and increased out-of-combat Power Regeneration. There are currently 8 levels available of Confidence.

Confidence is gained by completing Stronghold Exploration (in North Downs) for a +1 increase, killing Angmarim in Forochel for a +1 increase, exploring the Grimfens in the Lone Lands for a +1 increase, exploring Rath Teraig in Ered Luin for a +1 increase,

Determination

Determination gives increased Agility, in-combat morale regeneration, and increased morale. There are currently 8 levels of Determination.

Determination is increased by completing Wolf-Slayer in Ered Luin for a +1 increase, Warg-Slayer in North Downs for a +1 increase, Snow-Beast slayer in Misty Mountains for a +1 increase, Salamander slayer in Evendim for a +1 increase, Barghest-Slayer in Bree-Land for a +1 increase, Crawler-Slayer in

The Unofficial Lord of the Rings Online Guardian Guide

Trollshaws for a +1 increase, Slug-Slayer in The Shire for a +1 increase, and Warg-Slayer in Angmar for a +1 increase.

Rank	Agility	CMReg	Morale
10	30	0.8	58
9	27	0.7	52
8	24	0.6	46
7	21	0.5	38
6	18	0.5	31
5	15	0.4	25
4	12	0.3	21
3	9	0.2	16
2	6	0.2	10
1	3	0.1	4

increase, Bog Lurker-Slayer in Lone Lands for a +1 increase and Wolf-Slayer in Trollshaws for a +1 increase.

Rank	Might	DisR	MeleeV
10	30	5	-1.5
9	27	5	-1.5
8	24	4	-1
7	21	4	-1
6	18	3	-1
5	15	3	-1
4	12	2	-0.5
3	9	2	-0.5
2	6	1	-0.5
1	3	1	-0.5

Discipline

Discipline gives increased Might, increased Disease Resistance and decreased Melee Vulnerability. There are currently 8 levels of Discipline.

Discipline is increased by completing Sickfly-Slayer in Bree-Land for a +1 increase, Tomb-Defenders (Brigands) in Evendim for a +1 increase, Troll-Slayer in Angmar for a +1 increase, Hendroval-Slayer in Ered Luin for a +1 increase, Beast-Slayer (Birds, Cave Claws, etc) in Sarnur for a +1 increase, Wolf-Slayer in the Shire for a +1

Empathy

Empathy gives increased armor Count, increased Fate and increased Fear resistance. There are currently 7 levels of Empathy.

Empathy is increased by completing North Downs Quests for a +1 increase, The Life of the Bounder (Advanced) for a +1 increase, Angmar Quests (Final) for a +2 increase, Bree-Land Quests for a +1 increase, Peril of the Mountains (Advanced) in the Misty Mountains for a +1 increase and Forochel Survivor (Advanced) for a +1 increase.

Rank	AC	Fate	FearR
------	----	------	-------

The Unofficial Lord of the Rings Online Guardian Guide

10	50	15	3
9	45	14	3
8	40	12	3
7	35	11	2
6	30	9	2
5	25	8	2
4	20	6	1
3	15	5	1
2	10	3	1
1	5	2	1

Fidelity

Fidelity gives increased Shadow resistance, increased Vitality, and increased Power. There are currently 8 levels of Fidelity.

Fidelity is increased by completing The Circle of Despair in Angmar for a +1 increase, The Sights of Shire in the Shire for a +1 increase, Tombs of Evendim in Evendim for a +1 increase, The Road to Rivendell in Trollshaws for a +1 increase, Scouting the Dourhands in Ered Luin for a +1 increase, Defence of the Lone Lands in Lone Lands for a +1 increase, the Dourhand in Forochel for a +1 increase and Ruins of Evendim in Evendim for a +1 increase.

Rank	ShdwR	Vitality	Power
10	10	15	31

9	9	14	28
8	8	12	25
7	7	11	23
6	6	9	20
5	5	8	17
4	4	6	14
3	3	5	11
2	2	3	8
1	1	2	5

Fortitude

Fortitude gives increased out-of-combat morale regeneration, increased Might, and increased Disease Resistance. There are currently 9 levels of Fortitude.

Fortitude is increased by completing Gauradan-Slayer in Evendim for a +1 increase, Harvest Sickfly-Slayer in the Shire for a +1 increase, Troll-Slayer in the North Downs for a +1 increase, Giant-Slayer in Trollshaws for a +1 increase, Bear-Slayer in Misty Mountains for a +1 increase, Warg-Slayer in Lone Lands for a +1 increase, Bree-Lands Woodsman in Bree-Land for a +1 increase, Neekerbeeker-Slayer in Bree-Lands for a +1 increase and Sabre-Tooth-Slayer in Forochel for a +1 increase.

Rank	PMReg	Might	DisR
------	-------	-------	------

The Unofficial Lord of the Rings Online Guardian Guide

10	9	15	3
9	8.2	14	3
8	7.3	12	3
7	6.4	11	2
6	5.5	9	2
5	4.7	8	2
4	3.8	6	1
3	2.9	5	1
2	2	3	1
1	1.1	2	1

Honesty

Honesty gives increased Power, increased armor Count, and increased Fate. There are currently 6 levels of Honesty.

Honesty is increased by completing The Forbidden Heights in Misty Mountains for a +1 increase, Goblin Town locations Deed for a +1 increase, Troll-Slayer in Lone Lands for a +1 increase, Craban-Slayer in Lone Lands for a +1 increase, and Wilds of Tal Bruinen Exploration Deed in Trollshaws for a +1 increase.

Rank	Power	AC	Fate
10	123	25	8
9	111	23	8
8	100	20	6
7	89	18	6

6	77	15	5
5	66	13	5
4	54	10	3
3	43	8	3
2	32	5	2
1	20	3	2

Honour

Honour gives increased Poison Resistance, increased Shadow Resistance, and increased Vitality. There are currently 7 levels of Honour.

Honour is increased by completing Spider-Slayer in Bree-Land for a +1 increase, Worm-Slayer in the North Downs for a +1 increase, Worm-Slayer in Misty Mountains for a +1 increase, Giant-Slayer in Evendim for a +1 increase, Spider-Slayer in Lone Lands for a +1 increase, Uruk-Slayer in Angmar for a +1 increase, and Spider-Slayer in the Shire for a +1 increase.

Rank	PoisonR	ShdwR	Vitality
10	10	5	8
9	9	5	8
8	8	4	6
7	7	4	6
6	6	3	5
5	5	3	5
4	4	2	3

3	3	2	3
2	2	1	2
1	1	1	2

Idealism

Idealism gives increased Fate, increased Fear Resistance and increased Will. There are currently 8 levels of Idealism.

Idealism is increased by completing Brave Deeds in the Wilderness (Final) in Trollshaws for a +2 increase, The History of the Dunedain in Bree-Land for a +1 increase, Angmar Quests (Advanced) for a +1 increase, Gauradan-Slayer in Forochel for a +1 increase, Flowers of the Old Forest in Bree-Land for a +1 increase and Lone Lands Quests (Final) for a +2 increase.

Rank	Fate	FearR	Will
10	30	5	8
9	27	5	8
8	24	4	6
7	21	4	6
6	18	3	5
5	15	3	5
4	12	2	3
3	9	2	3
2	6	1	2
1	3	1	2

Innocence

Innocence gives increased Melee Vulnerability, increased Poison Resistance and increased Shadow Resistance. There are currently 6 levels of Innocence.

Innocence is increased by completing The Life of the Bounder (Final) in the Shire for a +2 increase, Pilgrim of Evendim (Quests) in Evendim for a +1 increase, Peril of the Mountains (Final) in Misty Mountains for a +2 increase and Brave Deeds in the Wilderness in Trollshaws for a +1 increase.

Rank	MeleeV	PoisonR	ShdwR
10	-5	5	3
9	4.5	5	3
8	-4	4	3
7	-3.5	4	2
6	-3	3	2
5	-2.5	3	2
4	-2	2	1
3	-1.5	2	1
2	-1	1	1
1	-0.5	1	1

Justice

Justice gives an increase in-combat morale regeneration, increased Morale, and increased out-of-combat Morale regeneration. There are currently 8 levels of Justice.

Justice is increased by completing Brigand-Slayer in the Shire for a +1 increase, Orc-Slayer in North Downs for a +1 increase, Warg-Slayer in Misty Mountains for a +1 increase, Dourhand-Slayer in Sarnur for a +1 increase, Goblin-Slayer in Evendim for a +1 increase, Angmarim-Slayer in Angmar for a +1 increase, Brigand-Slayer in Bree-Land for a +1 increase and Brigand-Slayer in Ered Luin for a +1 increase.

Rank	CMReg	Morale	PMReg
10	1	143	4.5
9	0.9	129	4.1
8	0.8	113	3.6
7	0.7	94	3.2
6	0.6	76	2.8
5	0.5	64	2.3
4	0.4	52	1.9
3	0.3	40	1.5
2	0.2	25	1
1	0.1	10	0.6

Loyalty

Loyalty gives an increase to Vitality, increase to Power and an increase to armor Count. There are currently 6 levels of Loyalty.

Loyalty is increased by completing North Downs Quests (Final) for a +2 increase, Bree-Land Quests (Final) for a +2 increase, Angmar Quests for a +1 increase and Brave Deeds in the Wilderness (Advanced) in Trollshaws for a +1 increase.

Rank	Vitality	Power	AC
10	30	62	13
9	27	56	12
8	24	50	10
7	21	45	9
6	18	39	8
5	15	33	7
4	12	27	5
3	9	22	4
2	6	16	3
1	3	10	2

Mercy

Mercy gives an increase to out-of-combat Power Regeneration, decreased Tactical Vulnerability and increased Agility. There are currently 8 levels of Mercy.

Mercy is increased by completing Wight-Slayer in Bree-Land for a +1 increase, Wight-Slayer in Angmar for a +1 increase, Redeemer (the Dead) in North Downs for a +1 increase, Limrafn in Evendim for a +1 increase, Wight-Slayer in Lone Lands for a +1 increase, Wight-Slayer in Trollshaws for a +1 increase, Barrow-warden Slayer for a +1 increase and Grim-Slayer in Forochel for a +1 increase.

Rank	PPReg	TacticV	Agility
10	6.8	-2.5	8
9	6.1	-2.5	8
8	5.5	-2	6
7	4.9	-2	6
6	4.3	-1.5	5
5	3.6	-1.5	5
4	3	-1	3
3	2.4	-1	3
2	1.8	-0.5	2
1	1.1	-0.5	2

Patience

Patience gives an increase to out-of-combat Power Regeneration, increased Wound Resistance and decreased Ranged Vulnerability. There are currently 8 levels of Patience.

Patience is increased by completing Places of the Dwarves in Ered Luin for a +1 increase, Restoring the Quick Post in the Shire for a +1 increase, No place for Spoiled Pie in the Shire for a +1 increase, Ancient Stones of Forochel in Forochel for a +1 increase, The Barrow Downs in Bree-Land for a +1 increase, Wilds of Evendim in Evendim for a +1 increase, The Eastern Ruins in North Downs for a +1 increase and Ruins of Bree-Land in Bree-Land for a +1 increase.

Rank	PPReg	WoundR	RangeV
10	6.8	5	-1.5
9	6.1	4	-1.5
8	5.5	4	-1
7	4.9	4	-1
6	4.3	3	-1
5	3.6	3	-1
4	3	2	-0.5
3	2.4	2	-0.5
2	1.8	1	-0.5
1	1.1	1	-0.5

Tolerance

Tolerance gives a decrease to Tactical Vulnerability, an increase to Agility and an increase to in-combat Morale Regeneration. There are currently 6 levels of Tolerance.

Tolerance is increased by completing The Farms of the Shire in the Shire for a +1 increase and The Villages of the Earth Kin in North Downs for a +1 increase. Bastions of Hope in Angmar for a +2 increase, Ruins of Misty Mountains in Misty Mountains for a +1 increase and Ruins of Trollshaws in Trollshaws for a +1 increase.

Rank	TacticV	Agility	CMReg
10	-5	15	0.5
9	-4.5	14	0.5
8	-4	12	0.5
7	-3.5	11	0.5
6	-3	9	0.5
5	-2.5	8	0.5
4	-2	6	0.5
3	-1.5	5	0.5
2	-1	3	0.5
1	-0.5	2	0.5

Valour

Valour gives an increase to Morale, increased out-of-combat Moral Regeneration and increased Might. There are currently 8 levels of Valour.

Valour is increased by completing Goblin-Slayer in the Shire for a +1 increase, Worm-Slayer in Angmar for a +1 increase, Snow Troll-Slayer in Sarnur for a +1 increase, Troll-Slayer in Misty Mountains for a +1 increase, Orc-Slayer in Bree-Land for a +1 increase, Orc-Slayer in Lone Lands for a +1 increase, Goblin-Slayer in Lone Lands for a +1 increase and Worm-Slayer in Trollshaws for a +1 increase.

Rank	Morale	PMReg	Might
10	286	6.8	8
9	257	6.1	8
8	226	5.5	6
7	187	4.8	6
6	152	4.1	5
5	127	3.5	5
4	103	2.8	3
3	79	2.2	3
2	49	1.5	2
1	19	0.9	2

Wisdom

Wisdom gives an increase to Will, increased out-of-combat Power Regeneration and increased Wound Resistance. There are currently 7 levels of Wisdom.

Wisdom is increased by completing The Western Ruins in North Downs for a +1 increase, High Passes of Misty Mountains in Misty Mountains for a +1 increase, Lore of the Cardolan Prince in Bree-Land for a +1 increase, The Weathertop Exploration in Lone Lands for a +1 increase, Elf Ruins in Ered Luin for a +1 increase, The Old Forest in Bree-Land for a +1 increase and Battle for Forochel in Forochel for a +1 increase.

Rank	Will	PPReg	WoundR
10	30	5.1	3
9	27	4.6	3
8	24	4.1	3
7	21	3.7	2
6	18	3.2	2
5	15	2.7	2
4	12	2.3	1
3	9	1.8	1
2	6	1.3	1
1	3	0.8	1

Zeal

Zeal gives an increase to Disease Resistance, decreased Melee Vulnerability and increased Poison Resistance. There are currently 9 levels of Zeal.

Zeal is increased by completing Giant-Slayer in Misty Mountains for a +1 increase, Spider-Slayer in Ered Luin for a +1 increase, Troll-Slayer in Trollshaws for a +1 increase, Orc-Slayer in Angmar for a +1 increase, Goblin-Slayer in Ered Luin for a +1 increase, Goblin-Slayer in North Downs for a +1 increase, Kergrim-Slayer in Evendim for a +1 increase, Spider-Slayer in Haudh Iarchath for a +1 increase and Worm-Slayer in Forochel for a +1 increase.

Rank	DisR	MeleeV	PoisonR
10	10	-2.5	3
9	9	-2.5	3
8	8	-2	3
7	7	-2	2
6	6	-1.5	2
5	5	-1.5	2
4	4	-1	1
3	3	-1	1
2	2	-0.5	1
1	1	-0.5	1

Home Reputation Deeds

Each land has a reputation deed associated with it. The deed requires Ally standing with the location, which is accomplished by completing quests and turning in reputation items. However, only one reputation deed can be slotted, as there can only be one home per player. For example, a Dwarf Guardian would be able to slot the Ered Luin Reputation Deed if he is Ally standing. Similarly, a Human (Man) would be able to slot the Bree-Land Reputation Deed upon Ally standing.

Bree-Land reputation, turned into the Men Of Bree, yields +1 Justice, +1 Patience and +1 Confidence. Ered Luin reputation, turned into Thorin's Hall, yields +1 Fidelity, Honesty and Loyalty. The Shire reputation, turned into the Mathom Society, yields +1 Empathy, +1 Honesty and +1 Idealism. Trollshaws reputation, turned in to the Elves of Rivendell, yields +1 Patience, +1 Wisdom and +1 Charity.

Slotting Virtues for PVE

When strictly PVE (Player vs. Environment), there are a few sets of Deeds to slot, and substitution is sometimes necessary depending on the encounters. For leveling purposes, maxing out Might, Vitality, and Agility are most important. This can be accomplished by slotting Valour, Determination, Justice, Loyalty and Discipline. These are the best virtues for PVE leveling, as they give you additions to the core components you want.

Later in instances, it's important to assess what mobs you will be facing, so you can slot appropriately. Typically, Valour, Determination and Justice will stay, while Loyalty and Discipline will be substituted for needed traits. If the boss puts on a nasty debuff poison or fear, slot Confidence and Honour. If the boss does high Shadow Damage (like the Balrog), slot Fidelity. You want to make sure that the Virtues you slot will benefit you against the evils you will face.

Slotting Virtues for PVP

While PVE is a measured consistent fight, things in the Ettenmoors can change drastically because of the Player vs. Player environment. Look to max out your Might and Agility, but also to slot Wound and Fear Resistance, with traits like Charity and Confidence. Creep attacks sometimes will slow or hinder you, which is considered a wound. The higher your resistance to these, the less likely you are of getting a debuff on you. If you find yourself losing power constantly, look at slotting Compassion or Confidence, as the out-of-combat Power Regeneration will help you quickly regenerated and get back into battle.

Common Guardian Builds

With a multitude of combination potential, it is important to know which Virtues and traits benefit the Guardian in the best situation. As stated before there are certain virtues best suited for PVE and PVP play. Listed below are some builds to help you understand the versatility of the Guardian and benefit of

completing your Deeds for Virtues.

Pure Tanking Trait Build

Guardian's Ward

Stoic

Selfless Defense

Grim Challenge

Defensive Expertise

Virtues

Valour

Determination

Justice

Loyalty

Discipline

This build is perfect for the role of Main Tank. Each skill, lest Grim Challenge adds additional threat, and although Grim Challenge does not, it does provide a quicker reset of Challenge, a sometimes necessary skill. The Virtues involved boast heavy vitality, might, and agility, all key in your ability to tank well. You will also gain 15 Vitality, 15 Fate 3% Block (+1% from Guardian's Ward) and 130 armor

Value from traits alone. This could be considered a 'Pure Tank' Build,, with maximum +Aggro traits and well balanced Vitality, Might, and Agility.

Solo Trait Build

- Traits
- Virtues

Traits

Guardian's Ward
Stoic
Defensive Expertise
Controlled Breathing
Strong Lungs

Virtues

Valour
Determination
Justice
Loyalty
Tolerance

By Slotting the above virtues and traits, the Guardian best presents itself for solo play. The combination of increased vitality through virtues and increased vitality control through traits makes this a great build for the solo-stance Guardian. The 50% cooldown on Catch a Breath, along with it's recovery of power and vitality is a key to the controlled Guardian's fight. Coupling this with potion use makes long fight scenarios possible, and allow the Guardian to outlast it's opponents. This build would be used by those that enjoy solo questing or farming.

PVP Build

Guardian's Ward

Stoic

To the Rescue

Quickness

Controlled Breathing

countering the creep debuffs, letting you roam the Moors with greater efficiency.

With the base Traits and Virtues, this is a great build that focuses on speed and survivability. Remember to couple the PVP traits with a good 2-handed weapon. Using these, plus Overpower stance, you will find yourself doing massive damage to the creeps, and surviving their onslaughts.

Virtues

Valour

Determination

Justice

Charity

Confidence

This build works well in PVP, as it allows for both faster attacks (Quickness) as well as faster run speed (To the Rescue). Controlled Breathing is also great because of the long instances of combat. Couple this with the necessary Valour, Determination and Justice, and you have an outstanding base of Vitality, Might and Agility. Added to this build is Charity and Confidence, to boost your wound resistance, an always important aspect of PVP. As stated earlier, wounds will hinder you, making you an ideal target. Having your resists up helps in

Armor and Mitigation

So you have the skills down, and you know how to trait according to your play styles. What's next? Only one of the most important elements in the game, armor! The Guardian can only be as good as the damage they mitigate. This means a reduction in incoming damage, or rather, a higher mitigation of incoming damage.

Mitigation boils down to the armor they are wearing. The Guardian class wears heavy armor, and with the higher the armor count, the higher the mitigation. But this is only half the value.

After making your way through the starting zones, you will encounter armor with bonus stats, both in loot and in craft (if you chose armorsmith as your craft). Each piece of armor will have relative bonuses, sometimes increasing stats, other times increasing mitigation. These bonuses are another way to increase your tanking ability as well as your survivability.

There are 5 major classes of bonuses; Might, Agility, Will and Fate. As far as the Guardian is concerned, the top priority is Vitality. Then Might, Agility, Will, and Fate. Each of these characteristics helps the Guardian, and

each gives a bonus, as discussed below.

Vitality

Vitality is the bread and butter for the Guardian. This boosts your max Morale, allowing you to take great damage and survive. Combining this with mitigation, and the survivability chance grows.

Might

Might gives the Guardian strength in both attack and defend. Might allows the Guardian to attack with greater damage, as well as providing greater block chances.

Agility

Agility helps the Guardian in both landing attacks, and critting them as well. A well-balanced Guardian will have increased Agility, to help in attacking mobs that are a greater level than them. It's also a great way to ensure that skills that, when critted, provide additional bonuses (Stagger) can be used often and the bonuses will occur.

Will

Will gives the Guardian additional power. It is important that a Guardian maintain power, so they will always have the ability to execute skills when needed, without having to wait for power regeneration.

Fate

Last, but not least is Fate, the characteristic dedicated to regeneration. The higher the Fate, the better the in-combat and out-of-combat regeneration. This is an important combination piece along with Will to balance your power use.

While it is important to look at the stat values and try and get the most beneficial combos, you will want to focus on a balance of mitigation and stats. Never focus on one or the other, as a stack on either one will result in poor performance.

Crafted armor Sets

As you continue on your adventures in Middle Earth, you will stumble upon armor drops from both humanoid mobs as well as quest completion rewards. The armor is very comparable to crafted armor, and it is important to balance the crafted armor with these drops to maximize your mitigation. Listed on the next page is a chart identifying general crafted heavy armor sets. These will help you in identifying what pieces can be upgraded with loot, and what pieces to keep.

The Unofficial Lord of the Rings Online Guardian Guide

Level 15 Bronze armor

armor Type	armor	Boots	Gloves	Helm	Legs							
Thick Bronze	105 armor, +17 Power	42 armor, +6 Might	52 armor, +6 Might	31 armor, +1% Incoming Healing	87 armor, +6 Vitality	Well-Crafted	169 armor, +14 Might	67 armor, +14 Vitality	84 armor, +11 Morale, +2% Incoming Healing	51 armor, +7 Might, +7 Will	141 armor, +7 Vitality, +7 Might	51 armor, +7 Will, +22 Power
Heavy Bronze	105 armor, +6 Vitality	42 armor, +6 Vitality	52 armor, +6 Agility	31 armor, +6 Will	87 armor, +6 Agility	Forge-Crafted	169 armor, +7 Vitality	67 armor, +7 Vitality	84 armor, +7 Agility	51 armor, +7 Will	141 armor, +7 Agility	51 armor, +7 Fate
Hardened Bronze	127 armor, +11 Vitality	51 armor, +11 Vitality	63 armor, +11 Agility	38 armor, +11 Will	105 armor, +11 Agility	Temper-Crafted	169 armor, +14 Vitality	67 armor, +14 Vitality	84 armor, +14 Agility	51 armor, +14 Will	141 armor, +14 Agility	51 armor, +14 Fate

Level 24 Steel armor

Level 18 armor

armor Type	armor	Boots	Gloves	Helm	Leggings	armor Type	armor	Boots	Gloves	Helm	Leggings	Shoulder Guards
Thick Iron	122 armor, +7 Vitality	49 armor, +7 Agility	61 armor, +7 Might	37 armor, +7 Might	102 armor, +20 Power	Steel	157 armor, +8 Might	63 armor, +8 Might	79 armor, +0.4 in-Combat Morale Regen	47 armor, +25 Morale	131 armor, +0.8 in-Combat Morale Regen	47 armor, +25 Power
Heavy Iron	122 armor, +7 Might	49 armor, +7 Agility	61 armor, +7 Might	37 armor, +7 Vitality	102 armor, +7 Will			76 armor, +8 Might, +8 Agility	95 armor, +0.5 in-Combat Morale Regen	57 armor, +49 Morale	158 armor, +0.8 in-Combat Morale Regen, +8 Might	57 armor, +8 Fate, +25 Power
Hardened Iron	148 armor, +13 Might	59 armor, +13 Agility	74 armor, +13 Might	44 armor, +13 Vitality	123 armor, +13 Will	Thick Steel	190 armor, +16 Might					

Level 21 Crafted armor

armor Type	armor	Boots	Gloves	Helm	Legs							
Crafted	140 armor, +7 Might	56 armor, +7 Vitality	70 armor, +1% Incoming Healing	42 armor, +7 Might	117 armor, +7 Vitality	Heavy Steel	157 armor, +8 Vitality	63 armor, +8 Vitality	79 armor, +8 Agility	47 armor, +8 Will	131 armor, +8 Agility	47 armor, +8 Fate
						Hardened Steel	190 armor, +16 Vitality	76 armor, +16 Vitality	95 armor, +16 Agility	57 armor, +16 Will	158 armor, +16 Agility	57 armor, +16 Fate

Level 27 Defender's armor

armor Type	armor	Boots	Gloves	Helm	Leggings	Shoulder Guards
------------	-------	-------	--------	------	----------	-----------------

The Unofficial Lord of the Rings Online Guardian Guide

Defenders	175 armor, +9 Vitality	70 armor, +28 Power	87 armor, +1% Incoming Healing	52 armor, +28 Morale	146 armor, +9 Will	Hardened Dwarf-Iron	239 armor, +20 Vitality, +10 Might	96 armor, +20 Vitality, +10 Agility	119 armor, +20 Agility, +10 Might	72 armor, +20 Will, +10 Vitality	199 armor, +20 Agility, +10 Will	72 armor, +20 Fate, +10 Might
Sturdy Defenders	211 armor, +18 Vitality	84 armor, +55 Power	105 armor, +14 Morale, +2% Incoming Healing	63 armor, +55 Morale	176 armor, +14 Will	Level 35 Westernesse armor						
Strong Defenders	211 armor, +9 Might, +5 Vitality	84 armor, +9 Agility, +5 Vitality	105 armor, +9 Might, +5 Agility	63 armor, +9 Vitality, +5 Will	176 armor, +9 Will, +5 Agility	armor Type	armor	Boots	Gloves	Helm	Leggings	Shoulder Guards
Solid Defenders	211 armor, +18 Might, +9 Vitality	86 armor, +18 Agility, +9 Vitality	108 armor, +18 Might, +9 Agility	65 armor, +18 Vitality, +9 Will	180 armor, +18 Will, +9 Agility	Westernesse	222 armor, +12 Might, +12 Fate	89 armor, +12 Agility, +35 Power	111 armor, +12 Might, +1% Incoming Healing	66 armor, +12 Agility, +35 Morale	185 armor, +12 Vitality, +1.1 in-Combat Morale Regen	66 armor, +12 Might, +12 Vitality
Level 31 Dwarf-Iron armor						Sturdy Westernesse	267 armor, +23 Might, +12 Fate	107 armor, +12 Agility, +69 Power	134 armor, +12 Might, +2% Incoming Healing	80 armor, +12 Agility, +69 Morale	223 armor, +12 Vitality, +1.5 in-Combat Morale Regen	80 armor, +23 Might, +35 Power
Dwarf-Iron	198 armor, +5 Vitality, +31 Power	79 armor, +10 Agility, +5 Will	99 armor, +5 Fate, +31 Morale	59 armor, +10 Might, +5 Vitality	166 armor, +10 Will, +5 Agility	Strong Westernesse	267 armor, +12 Might, +6 Agility, +35 Power	107 armor, +12 Agility, +6 Vitality, +35 Power	134 armor, +12 Might, +6 Agility, +35 Morale	80 armor, +12 Vitality, +6 Fate, +35 Morale	223 armor, +12 Will, +6 Fate, +35 Power	80 armor, +12 Might, +6 Will, +35 Power
Thick Dwarf-Iron	239 armor, +10 Vitality, +31 Power	96 armor, +10 Agility, +10 Will	119 armor, +10 Fate, +31 Morale	72 armor, +10 Might, +10 Vitality	199 armor, +10 Will, +10 Agility	Solid Westernesse	267 armor, +23 Might, +12 Agility, +69 Power	107 armor, +23 Agility, +12 Vitality, +69 Power	134 armor, +23 Might, +12 Agility, +69 Morale	80 armor, +23 Vitality, +12 Fate, +69 Morale	223 armor, +23 Will, +12 Fate, +69 Power	80 armor, +23 Might, +12 Will, +69 Power
Heavy Dwarf-Iron	198 armor, +10 Vitality, +10 Might	79 armor, +10 Vitality, +10 Agility	99 armor, +10 Agility, +10 Might	59 armor, +10 Will, +10 Vitality	166 armor, +10 Will, +10 Agility	Level 42 Elven Soldier's armor						
						armor Type	armor	Boots	Gloves	Helm	Leggings	Shoulder Guards

The Unofficial Lord of the Rings Online Guardian Guide

Elven Soldier's	262 armor, +27 Might, +14 Fate	105 armor, +27 Agility, +14 Will	131 armor, +27 Might, +14 Fate	79 armor, +27 Vitality, +14 Agility	2 armor, +27 Will, +27 Might		351 armor, +30 Vitality, +30 Might, +15 Agility	141 armor, +3% Disease Resistance, +90 Power, +15 Might	176 armor, +30 Might, +15 Will, +30 Agility	105 armor, +2% Incoming Healing, +30 Vitality	293 armor, +30 Agility, +2 in-Combat Morale Regen, +15 Will	105 armor, +30 Might, +30 Fate, +45 Power
Thick Elven Soldier's	316 armor, +27 Might, +14 Fate, +14 Will	127 armor, +27 Agility, +14 Will, +14 Vitality	158 armor, +27 Might, +14 Fate, +0.6 in-Combat Morale Regen	95 armor, +27 Vitality, +14 Agility, +41 Morale	2 armor, +27 Will, +27 Might	Burnished Knight's	351 armor, +30 Might, +90 Power	141 armor, +30 Agility, +90 Power	176 armor, +30 Might, +90 Morale	105 armor, +30 Vitality, +90 Morale	293 armor, +30 Will, +90 Power	105 armor, +30 Might, +90 Power
Heavy Elven Soldier's	316 armor, +27 Vitality, +82 Power	127 armor, +27 Vitality, +82 Power	158 armor, +27 Agility, +82 Morale	95 armor, +27 Will, +82 Morale	2 armor, +27 Will, +27 Might		390 armor, +30 Might, +30 Vitality, +90 Power	156 armor, +30 Agility, +30 Vitality, +90 Power	195 armor, +30 Might, +30 Agility, +90 Morale	117 armor, +30 Vitality, +30 Will, +90 Morale	325 armor, +30 Will, +30 Agility, +90 Power	117 armor, +30 Might, +30 Fate, +90 Power
Hardened Elven Soldier's	316 armor, +27 Vitality, +82 Power, +14 Fate	127 armor, +27 Vitality, +82 Power, +14 Agility	158 armor, +27 Agility, +82 Morale, +14 Might	95 armor, +27 Will, +82 Morale, +2.5 Non-combat Morale Regen	2 armor, +27 Will, +27 Might	Mirrored Knight's						

Level 47 Knight's armor

armor Type	armor	Boots	Gloves	Helm	Leggings	Shoulder Guards
Knight's	292 armor, +30 Vitality, +15 Might	117 armor, +3% Disease Resistance, +45 Power	146 armor, +30 Might, +15 Will	87 armor, +2% Incoming Healing, +15 Vitality	243 armor, +30 Agility, +1.4 in-Combat Morale Regen	87 armor, +30 Might, +15 Fate

Weapons

Weapons in Lord of the Rings: Online are broken down into two main sections, one-hand weapons and two-hand weapons. Within these categories there are types of weapons; Daggers, Swords, Axes, Maces, Halberds and Spears. All of these can be crafted by a weaponsmith except the Spears, which are crafted by a Woodworker. Guardians can use all of them except Halberds.

The Guardian's bread and butter is the Sword and Board, which boils down to a one-handed weapon and a shield. The two best types of weapons to use with tanking are swords and axes, with a spear holding a close third. This translates over to 2-handed weapons as well.

Damage Types

There are 6 types of Damage associated with weapons; Common, Beleriand, Fire, Light, Westernesse and Ancient Dwarf-make. Each of these has a great power over certain types of mobs. It's important in end-game situations to have different weapons for different mobs, as some mobs, particularly in

Sarnur, have a strong resistance to most damage types. Listed below are the damage types and the mobs that are weak against them.

Beleriand

Beleriand damage is best against Ancient-Evil, Half-Orcs, Spiders and other Insects, the Dead and the Unseen.

Fire

Fire damage is best against Creatures of Nature, some Beasts and Troll-kind.

Light

Light damage is best used against Orcs and Goblins, The Unseen and Troll-Kind.

Westernesse

Westernesse damage is best used against the Dead and Ancient Evil.

Ancient Dwarf-make

Ancient Dwarf-make damage is best used against Dragon-kind.

Weapon Speed

Weapon speed is one of the critical components for DPS classes, but for Guardians it is much less important. The implementation of weapon speed in LOTRO goes by the idea that the greater the value, the slower the weapon. Therefore, a weapon with a 2.3 speed is significantly faster than a weapon with a 3.0 speed. Typical one-handed weapons will fall in the 2.0-2.5 range, while two-handed weapons will range higher.

Weapon statistics

Breaking down the stats on a weapon is a great way to analyze its benefit, and figure out if it's better than your current weapon. Taking a glance at the Weapon properties, you will see important information at the top of the box, including the Damage range and damage per second (DPS). The DPS is going to be the main information you look at, as the higher the DPS, the more damage you do. Listed below the DPS is the statistics area. Here you will see various buffs and stat additions the weapon gives you. Each of the different types of weapons (Sword, Spear, Axe, etc) have a standard buff, but there will also be unique stats listed. These will have anything from +16 Maximum Power to +30 Agility. Many items will have multiple stat increases, as well as an "on use" section that allows the weapon to be used like an item for an outcome, typically a heal, or buff.

The stats of a weapon are of secondary importance to the DPS of the weapon, but should be taken into account. For instance, if you currently have a 20.0 DPS one-handed Sword, and you come across an Axe with 19.5 DPS, but the stats on it are far greater than your current weapon, the Axe would give you the greatest benefit.

These will be the type of decisions you will have to make along your way. Make sure to balance a high-DPS weapon with ample stats to maximize weapon use.

try to avoid using a Mace, and try to use either an Axe, or a Sword.

Weapon Bonuses

Each of the main weapon types in-game have a static buff associated with them. For Swords, it's an increased hit-chance. For Axes, it's a chance for an armor rend (lowers armor). For Spears, it's a DoT Bleed. For Maces, it's a temporary stun. Each of these is an important piece to analyze when selecting weapons, as the proc (the time when the debuff happens) can help you or hinder you. For Guardians, the best debuff to have is an increased hit-chance. The Guardian wants to be attacking and striking with every hit, and an increased hit-chance from your weapon will help this cause. The Spear DoT is not bad for pvp, but for those Guardian's using a two-handed weapon, using a spear does not work. Maces are probably the best weapon for soling, but one of the worst for group work. Because the Mace can stun an enemy, bringing up stun-immunity in a group setting negates a chance for a fellowship maneuver, or even a stunnable attack. When in groups

Crafted Weapons

You can also craft or purchase crafted weapons from players and the Auction House. These weapons have two different types of craftsmanship, regular and critical. The critical items mean that the weapon has additional stats or greater DPS, but is based on the regular weapon. Listed below are a few weapons to look for or craft, that will benefit you in your leveling.

Level 16

Steel Axe: 9.6 DPS, -9 from enemies armor Value, +0.4 in-combat Power Regeneration

Critical: Forged Steel Axe: 10.7 DPS, +17 to Max Morale -9 from enemies armor Value.

Steel Sword: 8.3 DPS, Hit-Chance Slightly Increased, +5 Might

Critical: Forged Steel Sword: 9.3 DPS, Hit-Chance Slightly Increased, +12 Maximum Power.

Level 21

Bright Steel Axe: 10.5 DPS, Hit-Chance Slightly Decreased, +6 Fate, -12 from enemies armor Value.

Critical: Heavy Bright Steel Axe: 11.8 DPS +7 Vitality, -12 from enemies armor Value.

Bright Steel Sword: 10.5 DPS, Hit-Chance Slightly Increased, +15 Max Morale.

Critical: Heavy Bright Steel Sword: 10.5 DPS, High-Chance slightly increased, +6 Might

Level 31

Forged Dwarf-craft Sword: 16.2 DPS, Hit-Chance Slightly Increased, +10 Might

Critical: Tempered Dwarf-Craft Sword: 18.2 DPS, Hit-Chance Slightly Increased, +10 Might, +10 Agility.

Forged Dwarf-craft Axe: 14.9 DPS, Hit-Chance Slightly Decreased, +0.7 in-combat Power Regen

Critical: Tempered Dwarf-craft Axe: 18.2 DPS, You have a small chance of lowering your target's armor, +0.7 in-Combat Power Regen, +10 Fate.

Level 27

Polished Gondorian Axe: 16.2 DPS, +9 Agility, -15 from enemies armor Value.

Gondorian Sword: 13.1 DPS, Hit-Chance slightly increased, +16 Agility.

Critical: Polished Gondorian Sword: 14.7 DPS, Hit-Chance Slightly Increased, +8 Vitality.

Level 35

Polished Westernesse Sword: 18.7 DPS, Hit-Chance Slightly Increased, +63.0 Morale

Critical: Mirrored Westernesse Sword: 20.2 DPS, Hit-Chance Slightly Increased, +69 Maximum Morale, +12 Vitality.

Polished Westernesse Axe: 18.7 DPS, Hit-Chance Slightly Decreased, +63.0 Power

Critical: Mirrored Westernesse Axe: 20.2 DPS, You have a small chance of lowering your target's armor. +69

Maximum Morale, +12 Agility.

Level 42

Elven-Steel Axe: 21.0 DPS, +41.0 Max Morale, -23 from enemies armor Value.

Critical: Forged Elven-Steel Axe: 23.6 DPS, Hit-Chance Slightly Decreased, +14 Might, -23 from enemies armor Value.

Elven-Steel Sword: 19.7 DPS, Hit-Chance Slightly Increased, +38 to Max Power.

Critical: Forged Elven-Steel Sword: 22.1 DPS, Hit-Chance Slightly Increased, +12 Vitality.

Level 47

Polished Ancient Steel Sword: 24.6 DPS, Hit-Chance Slightly Increased, +14 Vitality, +1.0% Parry Chance, +14 Might

Critical: Mirrored Ancient Steel Sword: 27.5 DPS, +1% Parry Chance, +90 Maximum Power, +15 Might, +15 Vitality.

Polished Ancient Steel Axe: 26.1 DPS, You have a small chance of lowering your enemy's armor, +1% Parry

Chance, +15 Might, +15 Vitality.

Critical: Mirrored Ancient Steel Axe: 27.5 DPS, You have a small chance of lowering your enemy's armor, +1% Parry Chance, +15 Might, +90 Maximum Morale, +15 Vitality.

Basic and Advanced Tanking Methods

There are two major schools of thought in regards to tanking. One of the thoughts is damage increases aggro. The other school of thought revolves around the use of aggro-increasing skills. While damage does increase the aggro a Guardian holds on an enemy, it should be pointed out that the latter school, the one that subscribes to the aggro-increasing skill use, is the best way to hold aggro.

When a Guardian begins, they are given three major skills. Of these, Shield-Blow is the first skill that increases aggro. Using each of these skills early and often ensures the maximum amount of aggro-gain. Below are a few combinations of skills, based on level 50. If you do not yet have some of the skills, use the ones you have.

Single mobs

First off, concerning buffs, use either Guardian's Threat, or Guardian's Defence, depending on the enemies you are engaging. If you have a tough time holding aggro, use Guardian's Threat, as the additional threat generated by the skill will help in maintaining aggro. If you can maintain aggro through skill use

only, use Guardian's Defence, as the additional Block % will help in getting into the Block Reactives, ensuring many uses of Shield-Taunt, a great aggro builder.

Opening with Fray the Edge allows a player to immediately gain aggro, and because this skill has a large range, it is best used when running in to engage the enemy. Follow this with a Shield-Bash, Vexing Blow and Guardian's Ward to bring the +4 or +5% Block/Parry chance.

Depending on the time it took to do this first combo, Fray the Edge may be available again. If it is available, use it again. The goal is to use it 5 times on a mob to maximize the chance of random conjunctions. By this point you should have excellent aggro, and if DPS in your group has not engaged yet, feel free to relay to them to start DPS.

Continue with this pattern, adding in a Shield-Swipe whenever available. This will bring up the ability to either stun the mob, or taunt them using Bash or Shield-Taunt. In tanking scenarios, it is best to use Shield-Taunt, as your ultimate goal is to build aggro throughout the fight.

If your Guardian Parries an attack, go through the Parry tree using either Thrust or Overwhelm. Using Thrust is a great way to add a DOT to the target. Couple this attack with Salt the Wound to increase total damage output. Use Overwhelm in

situations where you are trying to stun the mob. If you crit with an Overwhelm attack, you will knock down the enemy, stunning them for a short period.

Multiple Mob Tanking

Tanking multiple mobs, and actually increasing aggro is a unique dance, and one that the Guardian needs to be skilled in in order to be effective in latter portions of the game. After you become familiar with the Single Mob tanking, adding additional mobs is fairly easy. Remember, your goal is not to do max damage but to generate max threat. This means skills like Fray the Edge, Challenge, and Shield-Taunt all benefit from this without physically attacking the targets.

When engaging 2-3 mobs, start off the fight as you would on a single target, letting your group know to attack the target you attack first. After you have generated decent aggro (usually 3-4 threat-generating attacks), tab to the next target and attack them. Use whatever threat-generating attacks are up, up to 3. Tab to the next target and repeat. Use this strategy until each of the mobs is down. Your goal again is to maintain aggro, and tabbing through your targets will be key in understanding how to do this.

Advanced Tanking

After you have accomplished Single and Multiple Mob Tanking strategies, it's time to take a look at some of the key pieces outside of skills. The first is positioning mobs.

One of the unique things about Lord of the Rings: Online, is that positional modifiers exist. This means that if you attack a mob from behind, you have a slightly greater damage output. Using this thought with tanking benefits your entire group, and helps them avoid unnecessary damage as well. When tanking a mob, after you have gained aggro, run around the mob so he follows you and turns his back to the group. Continue tanking from this position, and remind anyone that goes with you to go to the mobs back and attack. This will decrease the time fighting each mob by a small amount, but often times, it will save your healer's power as well.

Many mobs you will face have an AOE attack (Area of Effect). This means that the attack will hit anyone in it's AOE range. Typically, the mob will have a frontal AOE attack, damaging anyone in front of them. Trolls are an example of a mob with an AOE frontal attack. This is important to recognize, as these mobs, when facing your group, will be damaging

more than just you. A smart Guardian will turn the mobs away from the group, giving a bonus to damage and also negating the AOE attack.

Aggro Bouncing

Sometimes you will be grouped with another Guardian. This is a perfect time to practice this tactic. Aggro bouncing means sharing the aggro with the other Guardian, and essentially "bouncing" the mob back and forth between the two Guardians. This is important because the target switching will delay attacks, as well as allow each of you to rest for a short period, healing and regenerating power. The easiest way to do this is to use Engage when you want aggro back, carefully using this in conjunction with your other aggro-building skills, will allow each of you to bounce aggro back and forth. This is also key in instances where the mob you are fighting will randomly select the second-highest person on the aggro list to fight. If two Guardians are at the top, this ensures a balanced situation, and allows for excellent fight control.

Debuffs: The Mezzes, Resists, and Poisons

In the Lord of the Rings: Online, you will find many outcomes from attacks, whether they are on a mob you attacked, or a mob attacking you. These can be categorized different attacks, but all fall under a debuff.

Debuffs

Debuffs are an outcome of an attack that puts a secondary attack or temporary loss to traits. These can be anything from poisons that act as a DoT (Damage over Time), a hinder or a reduction to stats. Some of the attacks can be the difference between victory and defeat. It's important to know the difference between these, and what they mean when you have one on you. Remember, the potion that clears the debuff is the same color as the debuff itself.

Poisons

Poisons are a green debuff that either a DoT or a debuff to stats. Many give a reduction to Agility, Might, or Vitality. These can be cleared using a Milkthistle Potion.

Disease

Diseases, like poisons, can be either a DoT or debuff to stats. They can affect you similarly, but also may have a timed stun or power drain. These can be cleared using a Potion of Lhinestad.

Wound

Wound is typically a debuff applied to the player that hinders them. This means a decreased run speed, as well as a potential bleed DoT. These can be cleared with Healing Potions.

Fear

Fear is similar to the aforementioned debuffs in that it can be either a DoT or a reduction in stats. These can be cleared with a Potion of Conhuith.

Dread

Dread is a debuff that reduces Morale, and is increased by powers of one. At +5 dread, your character will cower intermittently, interrupting spells or skills. After leaving initial areas, Dread is a debuff given upon defeat. This debuff lasts 10 minutes. If a boss gives the debuff, it will last until you kill that boss. Dread can be countered by using a Hope Potion, called an Edhelharn Token. At level 10 and above, you can also spend destiny points to gain a +1 hope buff.

Mezzes

It's important to know what's going around around you when you're fighting in groups, particularly with Burglars and Loremasters. Each of these classes has the ability to Mezz a target, which renders it stunned. However, attacks on these targets will awaken them, freeing them to attack. It's important for a Guardian to recognize the mezzes, and to stay away from attacking them. This Includes using AOE attacks near the target, so watch your skill use!

Stun Immunity

Stun Immunity is a debuff that occurs after a mob has been stunned. After being stunned, a mob will have a glowing red circle debuff, which means they cannot be stunned or mezzed for 15-30 seconds. This typically happens on mobs that had a conjunction on them. When this happens, make sure to use your skills accordingly. If you are working through your Parry tree, stay away from To the King and Overwhelm. If you are in the Block tree, stay away from Shield-Bash and Shield-Smash. These skills will still damage the target, but you cannot stun

The Unofficial Lord of the Rings Online Guardian Guide

them or start a conjunction.



Fellowship Maneuvers

Fellowship Maneuvers are one of the unique pieces to Lord of the Rings: Online. A Fellowship Maneuver is a stun attack on a mob that brings up a color palette. Each of the colors represent a different buff, and combinations do different things. The colors on the palette are Red, Blue, Yellow, and Green. Red is a Melee AOE attack, Blue is a Power Regen Buff, Yellow is a Damage over Time (DoT) and Green is a Morale Regen Buff. Using these in combinations increases the output of the Maneuver. When grouping, make sure to discuss the Fellowship Maneuver beforehand, so everyone knows what color to press when the time comes.

Depending on the group, there are different maneuvers to use. If two people are in a group, the best maneuver to do is a 2-piece attack. This means both fellowship members will do the same color, i.e. Red, Red.

If 3 or more people are in a group, the best Fellowship Maneuver is a straight. This means going in clockwise or counter-clockwise order. Red, Blue, Yellow would be an example of a straight. You can start a Fellowship

Maneuver on any color, but be aware that some people may not be able to do colors where they are. Minstrels, for instance, do not typically stand in melee range of a mob. So it is best not to give them red or yellow, as these require the user to be within melee range. Instead, let your ranged fellowship members use blue and green. These can be used from a long distance, and will make sure that the Fellowship Maneuver goes through as it was intended.

To the King

To the King is an attack a Guardian has that allows them, when stunned, to strike back and stun the enemy, starting a conjunction. Because the length of the conjunction time is decreased, it is best to go all one solid color on these attacks, for a three person fellowship, it would be yellow, yellow, yellow or green, green, green. These ensure that in the short amount of time you will be getting the maximum output from your Fellowship Maneuvers.

Crafting

Crafting is a fantastic part of Lord of the Rings: Online. It allows the character to gather materials and craft things that benefit them in their journey in Middle Earth. There are seven different vocations a player can choose from. armorer, Armsman, Explorer, Historian, Tinker, Woodsman, and Yeoman. Each of these has it's unique professions, and each has it's unique benefit to the Guardian class. It's important to make sure you level your crafting as you level your character. This ensures that you will be able to use the things you craft, and receive the benefit of crafted items, as they are some of the best in-game at any level.

Once you've picked a profession, you can begin crafting. You will find the appropriate tools in your inventory, and equipping them will let you use them for your new skills. Remember to update your tools regularly, as they will continue to decrease harvesting time, and increase critical chances.

There are different levels associated with crafting, which unlock more advanced crafting capabilities. These are based on a points system, and are also broken down into proficiency and mastery. Listed below are the tiers and their requirements.

Tier 1 - Apprentice

200 Points Needed for Proficiency.

400 Points Needed for Mastery.

Crafting Basics

Before moving into the crafting area, make sure you know what you want to do. Listed below are each of the vocations and the professions associated. These vocations can be trained in most major cities by visiting the Master of Apprentices. These will typically be located by the crafting area or inside the crafting hall.

Tier 2 - Journeyman

280 Points Needed for Proficiency.

560 Points Needed for Mastery.

Listed below are the vocations available to the player in LOTRO. Remember you can re-train after selecting a vocation, but you will lose the experience points gained in each profession.

Tier 3 - Expert

360 Points Needed for Proficiency.

720 Points Needed for Mastery.

armorer

An armorer is the armor making profession in LOTRO. The armorer includes Metalsmith, Prospector, and Tailor. The Metalsmith profession is for crafting heavy armor, the prospector is for gathering ore and the tailor is for crafting light and medium armor. This is a great vocation for the Guardian, as armor is one of the most important parts of the game. It can make or break the Guardian's gameplay if they have under-gearred armor. Remember to keep up the prospecting and metalsmithing so you can make yourself armor as you level your character.

Tier 4 - Artisan

440 Points Needed for Proficiency.

880 Points Needed for Mastery.

Tier 5 - Master

520 Points Needed for Proficiency.

1040 Points Needed for Mastery.

After completing each of the tiers, a limit is reached, and in order to continue into the next tier, a quest must be done. These quests vary by profession, but are available at the applicable crafting NPC. After completing the quest, the next tier will be unlocked and available.

Armsman

The Armsman vocation covers Prospecting, Weaponsmithing, and Woodworking. This is another good profession to choose, although it may not have the same benefit as the armorer does. This is a good way to craft weapons, including axes, daggers, and swords (weaponsmithing) as well as Spears (Woodworking). If you choose a different profession there will be others that can craft these items for you.

Explorer

The Explorer is the gatherer of Middle Earth. The Explorer has the ability to gather ore (Prospector) as well as wood (Forester), and can also make light and medium armor (Tailor). The explorer is good for those players that do not enjoy crafting, but would rather gather items and sell them to other players.

Historian

Possibly the hardest profession in-game, the Historian includes Scholar, Farmer and Weaponsmith. Scholars gather items in vases, set about ruins. This makes leveling the Scholar portion difficult, as the nodes for a scholar are few and far between. The Scholar can craft scrolls that increase crafting critical percentages, dyes to dye armor, as well as battle scrolls that help fellowships in battle. The farmer can create farms of crops, and harvest them for items. The weaponsmith can craft weapons.

Tinker

The Tinker includes the cooking profession, Jeweller, and Prospector. Many people chose the Tinker profession to craft jewelry, as this is a very lucrative job in LOTRO. The recipes and items you can crit on sell consistently high, so those that are into making money should chose this profession.

Woodsman

The Woodsman is one that enjoys working outside the smith. This includes Forester and Woodworker, as well as Farmer. This is a good profession for a Hunter, but the best profession for a Guardian.

Yeoman

The Yeoman includes a Cook, Farmer and Tailor. This is an important profession because you can farm many of the ingredients for cooking, as well as craft light and medium armor.

Leveling and Gold making

Leveling in LOTRO can be a daunting task. Knowing where to go and what quests work for you at what level is very important, but sometimes overwhelming. Having a clear set view on where to go and what to do will cut down in your leveling time, ensuring an efficient road to level 50. Along the way you will want to make money, and listed below along with leveling tips, you will find ways to make money.

Introduction Areas

When initially starting the game, you will find yourself in an introduction area. In this area you will begin questing, get acclimated to the User Interface of LOTRO, as well as the basic class skills. These are a great place to hone your skills and level. A good goal is to do every quest in this area, so you can train up before heading out. It's fairly easy to get to level 6 before finishing the final quest, which will port you to your appropriate homeland.

A Dwarf's beginning: Ered Luin

After completing the introduction area, a dwarf will begin their quests in Ered Luin. These quests start at level 6 and continue up to level 14. This includes the northeastern slopes of Thorin's Hall and Gondamon, the land of the Elves to the South, including Celondim Falathlorn and Duillond, and the treacherous areas infested with Dourhands, Haudh Lin.

The rewards from these quests are basic, but make sure to do "Tangled Up" which yields Estelloch, an earring that gives +4 Vitality and "The Plundered Port" which yields "Champion over Kheledul", a bracelet with +4 Might.

Because the starting areas are so limited in quests, it's best to farm for resources to make money. Whether that's ore, wood, or hide, farm as many of the resources as you can.

A Man's Beginning: Bree-Land

After completing the initial quests, a man will begin their quests in post-war Archet. These quests will continue into Combe and Staddle, and eventually Bree. The quests begin at level 7 and continue to level 20. However, it may be wise to quest in Bree to roughly level 15, as the quests in Lone Lands will help you level faster.

Important quests along the way are A Blade for a Life, which gives "Talloch", an earring with +4 Vitality, and Lalia's Safe Passage, a quest that yields "Guardian of Lalia" a great Heavy Shield with +5 Might. Be aware though, that these quests will need a small fellowship to complete. Also a very easy quest to complete is Big Problems, which yields Sandheaver's Hammer, a hammer with +15 Maximum Power. That quest, while listed at level 17, can be done as soon as it is available. It is given by Dob Sandheaver in front of the Prancing Pony in Bree.

Because the starting areas are so limited in quests, it's best to farm for resources to make money. Whether that's ore, wood, or hide, farm as many of the resources as you can.

Hobbit's First Breakfast: Questing in the Shire

For Hobbits, the Shire is their homely home. Quests in this area begin at level 1, and there are many quests that make it one of the best starting zones in the game. Typically these are not high-experience point quests, but rather fun quests that include delivering mail and pies. You can also keep your eyes out for nosy hobbits, as these are they will interfere with your mail running. One of the best quests to complete is actually a small series of quests beginning with "A true friend to the Quick Post". This quest chain involves running mail, and yields "Postmaster's Cloak" with +4 agility. The Shire quests go up to level 12, and then send you on to Bree.

Because the starting areas are so limited in quests, it's best to farm for resources to make money. Whether that's ore, wood, or hide, farm as many of the resources as you can.

The Plight of the Elves: Questing in Ered Luin

Questing for the Elves follows a similar path to the Dwarves, just slightly south. An elf will begin in Celondim and work their way up through Falathorn and Duillond.

Similarly to Dwarves, the quest rewards are the same. While some are basic, make sure to do "Tangled Up" which yields Estelloch, an earring that gives +4 Vitality and "The Plundered Port" which yields "Champion over Kheledul", a bracelet with +4 Might.

Because the starting areas are so limited in quests, it's best to farm for resources to make money. Whether that's ore, wood, or hide, farm as many of the resources as you can.

Lone Lands: Level 15-28

Once you've finished the introductory areas and quests in your homeland, it's time to head out into a new place. The Lone Lands begins at the Forsaken Inn and continues on to Ost Guruth at latter levels. Make sure to grab all of the quests at each place when you arrive, as many of the quests intertwine with each other. Also, make sure to have inventory space available, as many of the quests, particularly out of the Forsaken Inn require quest items to be stored. These will take up space, and running out will require dumping or selling items.

Here you will also find some of your first fellowship-required quests. These include "A Daring Rescue", "A Dwarf's Duty" and "Retake Weathertop". "Retake Weathertop" is one of the hardest quests to do at it's assigned level (21), and requires a good group. However, the rewards are great and include a good mace, "Rigul's Bane" which yields +6 fate.

Quests in Lone Lands are great to level quickly, but at level 20, you can begin moving into the North Downs, as the quests there begin at level 20. Make sure to tackle a couple of the fellowship quests to get familiar with that setup, as tanking in groups is different than fighting solo.

The Lone Lands is the first place where you can begin to make some real money. Light, Medium and even Sturdy hides are available on creature drops, each of these stackable and will fetch you a pretty penny in the Auction House. Couple this with countless human mobs, and you'll be racking up silver and various yellow and purple items in no time. Remember, many of the items you consider trash, including weapons or armor that do not benefit you, may benefit others. It's important to take the items to the AH (Auction House) and list them in order to make money. You will also find new resource nodes in Barrow-Iron and Ash, each Tier 2 resources.

North Downs: Level 20-35

After completing quests in the Lone Lands, it's time to move above Bree and begin the North Downs quests. These begin in Trestlebridge, a town of ashen fire. The town is under constant barrage from Orcs and Trolls, and they need your help in culling the enemy forces. The quests in Trestlebridge involve infiltrating Orc camps to retrieve various items, and to kill one of their leaders, the

Defiler. This quest is called "Vile Poison" and requires a group at level 25. The quest yields "Poison Hunter" a dagger with +8 Agility. This quest can also be done at lower levels, but probably should be done around level 23.

After your initial Trestlebridge quests, you will move up to Mincham's Camp, eventually rescue the possessed Idalene, and from there it's on to the Ranger camp near Minas Vrun and eventually Esteldin. There are many, many quests in Esteldin, and each of them holds great experience gains as well as loot. Make sure not to miss out on "Scattered Belongings", a level 26 Fellowship quest that yields "Aglardir's Ruby Ring", a ring with +8 Might. Also "Insect Menace" is a very easy quest at level 27 that yields "Silefalas' Axe", an axe with +8 Vitality. At level 32, begin pressing West into Evendim for new quests.

Resources again are going to be your best bet for making money. Medium and Sturdy Hides abound in the North Downs, along with Barrow-Iron, Silver, Rich Iron and Gold. Couple this with Tier 2 (Ash) and Tier 3 (Yew) wood, and this is an explorers dream. Remember though, that hides, ore, and wood aren't the only way to make money. Killing any humanoid mob, including Goblins, Orcs, and Trolls, will drop coinage and items. This is important because many times the items you get can

be sold on the AH or vendored for good silver. By this point you should have enough money for a level 35 horse, 4 gold 400 silver. If you don't, don't worry, you can't purchase your horse until level 35, so start saving!

Evendim: Level 32-39

Evendim is a beautiful sprawling hilly land, full of forests and rock, as well as many Ruins to explore. There are plenty of tombs as well, along with tomb-robbers to fight. Many of the quests yield silver and various loot, but one of the best quest for a Guardian to do is the level 39 quest "The Terrible Secret of the salamanders". This quest yields the Heavy Shield "Calatherdir's Wall" which has 449 armor, +1.1 in-combat Power Regen, and on use, +13 fate for 10 minutes with a 30 minute cooldown. This is a great quest and requires only a small group. The two Salamanders are only signatures, and the rest of the quest is running around talking to NPC's.

As for making money in Evendim, again it lies in gathering resources and farming humanoids and creatures. In Evendim you will find Rich Iron and Dwarf Iron Ore as well as the occasional Gold node. The Dwarf Iron nodes are

more wide-spread along the Western coast and forest area. In the northern area, and particularly along the south-eastern coast, you will find many ruins with tomb robbers aplenty. These are the areas you want to farm for silver and item drops. The Southeastern ruin particularly is good because the brigands respawn quickly, and they drop a good amount of silver.

Trollshaws: Level 32-45

An alternate to questing in Evendim, Trollshaws is the host of Rivendell, the city of the elves. In Rivendell you can visit Frodo, Samwise and Elrond, all taking rest at the Last Homely House. Quests here begin in the wilderness at Barachen's Camp, just North of the Bruinen Gorges.

These quests are a great substitute to Evendim quests, and the loot for many of the quests is equal or better to crafted items. For instance, after completing the Fellowship quest "The True Thieves" you may select either "Stone Finder's Gloves" which are heavy armor and have +20 Might, or Ironfist's Wall, which is a Heavy Shield with +10 Agility, +10 Vitality and +5 Fate. This is an example of the loot you can find questing in Trollshaws.

As for making money, again it's all about the resources. In Trollshaws you will find Tier 4 nodes, consisting of Dwarf-Iron and Gold. You will also find Lebethron wood as well as Pristine Hides. There is a great place to farm Pristine Hides just south of the Bruinen Gorges at a place called Drauglad. This is a wolf den, and the respawn rate is pretty good. One could expect a few stacks of pristine hide to accumulate quickly. All of these items sell well on the AH.

You can also begin farming rare mobs, including Sarlug, a signature worm that hangs out in North Trollshaws. He is very easy to solo at 44+, and drops a Beryl Shard, which sell for 1g+ on the AH. There are a few more rare mobs in Trollshaws, including Sarnemil and Gorthir that also drop Beryl Shards. This is another great way to farm gold in Trollshaws.

Misty Mountains: Level 39-49

After finishing the quests in Evendim and Trollshaws, head north of Rivendell into the Misty Mountains. Here you will find many quests that will take you all over the maps. You will interact with Gimli and other dwarves, and enter the dungeon of Goblin Town. Many quests can be picked up at Gloin's camp, and others can be found at various points in MM (Misty Mountains) including Vindurhal. Also, Rivendell holds many quests for Misty Mountains as well.

When questing, make sure to complete the "Real Treasure" quest that yields "Gaelellon", a Neckpiece with +13 Vitality, +38 Maximum Morale and +1% Evade. Also, "Arctic Hunters" is a mandatory quest, as it yields the cloak "Arctic Hunter" which has +12 Fate and +73 Maximum Morale.

Making money in Misty Mountains while leveling is great, as many of the quests have monetary rewards. You can also find Lebethron and Black Ash wood, as well as Misty Mountain Silver and Ancient Iron Ore. If you are a prospector, make sure to pick up every Misty Mountain Silver node, as Misty Mountains and Ettenmoors are the only places to get

these ores, and they sell for a great price on the AH.

You can also venture in to Goblin Town to farm. Because Goblins are considered Humanoids, they drop recipes, armor, and weapons. This is a great place to farm one-shot recipes, especially tailor recipes. Other one-shot recipes drop as well, but the ratio of these is smaller compared to the ample Tailor drops.

Also, there is a great place to farm Exceptional Hides, which also sell well. Just to the East of the Goblin Town entrance, there is a run full of wolves. This run goes up to Starkhath for a quest, and because of the fast repopulation, farming hides here is top notch. There is also a few rare mobs that will pop up, The Antlered King and Sulmog being two of them. These mobs will drop a Beryl Shard, which will sell for a minimum 1 gold on the AH. Couple this with the Exceptional Hide farming and Goblin Town runs, and the Misty Mountains is one of the best places to farm. It is very easy to walk away making 5-10g an hour farming these places.

Angmar: Level 40-50

Angmar is host to evil, and is a very dark and gloomy area. After making your way through the Northern passage in North Downs, you will come upon the first Earth-Kin camp where you will begin questing. Farther down the road is the first large town of Aughaire where the majority of the quests are. After completing the Epic Book 6, Chapter 7, you will be able to cross the Rammas Deluon into East Angmar, and new evil. Many quests are available in Gabilshathur, a town at the far Southeast corner of Angmar. These quests will take you into the Goblin and Orc camps, as well as the pits of the Undead in Imlad Balchorth.

There are many quests in Angmar that provide great upgrades in armor, weapons and items, but one that should not be missed is the quest line leading up to "The Rite of Clucath". This quest line begins with the quest "Present Yourself to the Chieftain" and is followed by 5 challenges. These are all soloable quests at level 45, and yield one of the best pocket items for PVP, "Tasgall's Gift of Valour". This pocket item has +7 Fate, +13 Vitality, +79 Morale and -1.5% Ranged Vulnerability as well as a +15 Might buff on use. The buff lasts for 10 minutes and the cooldown for the item is 30 minutes.

This is one of the best items for PVP as you can use the buff going into battle and have a +15 Might buff that stacks with food buffs as well. This is an item that cannot be passed up while questing in Angmar.

Angmar is also host to some great end-game instances, including Carn Dum, Urugarth, Barad Gularan, and the 12-man raid instance, the Rift. Each of these instances has quests associated, and are level 50. However, you should be able to do some of the CD (Carn Dum) and BG (Barad Gularan) quests at level 48. Helchgam, one of the mobs in CD drops a fantastic one-handed axe for Guardians called Stone-Biter. This axe does Beleriand damage and has +1.5 in-combat Power Regen, +8 Will, +45 Maximum Power, and +15 Might. It's drop rate is really low though, so you may have to do multiple runs in order to get it, but it is one of the best one-handed axes in LOTRO.

Making money in Angmar revolves a lot around the resource nodes available, but also farming humanoids. There are various Angmarim camps set up across the land, and one in particular is easy to farm. Just east of Aughaire, just before the Malenhad valley there will be an encampment on the slopes of the southern hill. The respawn rate for these mobs is good, and they drop both silver

and items. The creatures in Malenhad are also a good source of gold, as the turtles drop Sharp Claws and the Worms south of there drop Exceptional Hides. Each of these can be sold in stacks on the AH, and go for good amounts of gold.

Scattered among the northern hills of Angmar there are also great resource nodes, with both Tier 5 Black Ash Wood and Ancient Iron ore. Farming these as well as the turtles, worms and Angmarim will produce a good amount of gold. Just make sure you have ample bag space when heading out.

Forochel: Level 44-49

Forochel is the Frozen bay to the North of Evendim. It is the newest instance, and was debuted with the Book XIII Expansion. Here you will find many quests to help you level, and the multiple camps are spread out appropriately, so as not to interfere with each other. After reaching Barad Gaurhoth, the first thing you'll need to do is finish the quest "The Frozen War". This quest opens up swift travel around the bay, a key component for traveling about. The quests in this area are very intriguing and are fun to duo with a friend. One of the quests you will want to do is "Reclamation" which yields "Ida's

Axe", an axe with 26.9 DPS, +2% Parry Chance, +2% Melee Critical Chance, +15 Might and +15 Vitality. If you are in for a grind, there is a furry horse you can purchase after reaching Kindred standing.

Ettenmoors: Level 40-50

While the level requirement to get into the PVP area of the Ettenmoors is level 40, it's best to continue to level and occasionally go in when you are level 47+. At level 40 you cannot contribute to the action, as the mobs are all level 50+. To be most effective, make sure to have your traits and virtues maxed out, as you will encounter many players on the creep side that play their class exceptionally well. Being prepared and having good armor, traits and virtues will help you counter their skill, and should turn the tide when fighting one vs. one. As for the large raids, remember that a Guardian is a melee class, and your best advantages and attacks will come at the melee range. Don't stick yourself out in the open alone against a large group of creeps, or overextend beyond your boundaries. When fighting a group, make sure to cooperate as a group and stick together. This is the easiest way to get renown and

avoid deaths.

Mirkwood

It's shockingly fast to gain five levels in Mirkwood. The region is chock full of quests as you make your way from the west end to the east end of the map. The average player can easily get from 60-65 in about a week while the more hardcore types can swiftly blow through the content in a couple of days. Mirkwood isn't a very big place, and the main storyline neatly connects the various quest hubs together.

Before you start your journey, keep in mind that many quests offer IXP as rewards, not to mention that every kill grants you more IXP. Don't let them go to waste! If you're level 60 and your current weapons are maxed out, equip any level 59-60 LI to collect those precious points. However, remember that deconstructing a level 60 LI beyond level 11 only yields a Moria IXP rune, which can't be used on level 61+ LIs. Therefore, as soon as you hit level 61, immediately equip any old level 61 LI, and deconstruct that level 59-60 LI. Pour the rest of your IXP into the level 61 until you hit level 65. Once you have an LI you'll want to keep indefinitely, deconstruct that level 61 LI and put the points into your active

weapon. This will save you from spending a lot of time in grinding IXP runes for your LI.

Although the ideal level to enter Mirkwood is 60, some players may feel overwhelmed and not ready. Don't worry; there is no rush. You can finish up any leftover quests you have in Moria; alternatively if you want to take it easy, do the simple, non-combat repeatable quests in Lothlórien. Better yet, you can gain a level or two in a few skirmishes, the most significant addition to LOTRO since the legendary item system. I'll discuss skirmishes in a little bit. However, for the sake of the guide, I'll assume that you land in Mirkwood at level 60.

You can easily solo your way to 65, as there are only a couple of quests that require a small fellowship. Feel free to skip them if you have trouble finding a group. The most group quests (3- and 6-person group instances, and the raid) are located at the camp in Dol Guldur, but you don't have to worry about doing them until you hit 65.

Western Mirkwood: Level 60-62

As mentioned earlier, when you complete the Mirkwood Landing instance, you wind up in the "real" version of the Mirk-eaves. As you pick up the quests, don't forget to check out the Malledrhim barterers; one of them offers some nice earrings. Wardens and Hunters should pay special attention to these barter NPCs, as they also have the Muster in Mirk-eaves and Guide to Mirk-eaves skills, worth a few feathers each.

When you've finished with Mirk-eaves you may be tempted to head to the Haunted Inn in the Dourstocks since the Book quest leads you in that direction, but hold off on that. Instead, head to Echad Mothelen (13.5 S, 58.1 W) first, a small campsite with NPCs that give a healthy number of quests. It's a short but worthwhile detour on route to the Haunted Inn. Once you reach the Inn, pay a visit to the Malledrhim NPCs inside; one of them offers some nice bracelets. After finishing with the Haunted Inn quests, head south to Estolad Mernaël (16.9 S, 51.5 W) in the swampy Drownholt.

In certain locations, doing all the quests will unlock repeatable quests, with Malledrhim feathers as rewards. These

feathers can be traded for level 65 morale and power pots, a cheap and easy alternative to buying them off the AH. There are several repeatable quests, though some aren't worth doing because they take too much time or require you to go to some out of the way place to kill mobs. For the fastest way to earn feathers, I recommend talking to Handelen in Thangulhad (12.7 S, 46.6 W) and accept the quests "Scouting in Force" and "An Eye on the Enemy". If you have your quest tracker turned on, simply ride on your horse and follow the arrow. Very easy and fast.

Central Mirkwood: Level 62-63

Make your way to the elven hideout of Ost Galadh, in Eryn Lum. This is right smack in the middle of the map, so you can't miss it. Again, check out the Malledhrim barter NPCs for goodies such as recipes, jewelry, and LIs. This is the new 21st hall in the sense that you have almost all the important NPCs and facilities here (e.g. crafting hall, bard, Relic-master and Forge-master). Oddly there is no AH, so if you're not a hunter or warden that can easily port anywhere, if you need to visit an AH, use your

racial map to visit one in any of the starter areas. You can also swift travel from Ost Galadh to Calas Galadhon for an AH.

Do all the quests in Ost Galadh, and when you've finished you can either go north to the spider infested Scuttledells or south to Iavassul's Watch (16.4 S, 50.5 W) in Taur Morvith. You'll eventually want to quest in both areas so it doesn't matter which you visit first.

There is one special repeatable quest in Ost Galadh that shouldn't be missed. It's a crafting quest that you pick up from the Relic-master called "Silken Threads". The quest takes you to the Scuttledells where you're supposed to collect 25 pristine webbing from spiders. To make this quest go faster, enter the spider cave at the very northwest part of the Scuttledells. The reward for turning in this quest is a Compendium of Middle-earth II, a special crafting component used to make orange crafted relics. There's a similar crafting quest in Anazarmekhem called "Trace Metals" in which you have to collect 15 iron ingots and 10 burnished worm scales. Kill orcs for the ingots and worms for the scales. The rewards is a Compendium of Middle-earth I, a crafting component used to make teal crafted relics.

Eastern Mirkwood: Level 63-65

Head a little north and east to the outpost of Thangulhad, in Gathburz. As usual, see what the Barter vendors have to offer. There are some nice level 65 cloaks, and morale/power pots as well. There are plenty of quests here so you might be here for a while. Be careful while you wander around, as you may run into signature level mobs. Soloing one isn't difficult, but you may get in trouble if you accidentally aggro another mob in the process.

You'll most likely start on the Mithechad (17.6 S, 48.3 W) quests in the Ashenslades when you hit level 64. Finish off with Dol Guldur. If you do the book quest chain at the same time as you're doing these quests, you'll hit 65 easily without the need to do any repeatable quests or mob grinding.

Even when you hit 65, you don't have to stop questing if there are still some available. Remember that many quests offer IXP as rewards, so finish as many quests as possible. Also, if you haven't reached Kindred reputation with the Malledrhim yet, do some of the repeatable quests in Thangulhad and the Ashenslades. There's also one more quest

hub, Barad Angol (17.4 S, 44.5 W) for you to check out if you wish.

In Dol Guldur, you'll find that many of the quests are for group instances. Remember that the Medallions of Mirkwood only drop in these group instances, so if you want those stat scrolls start running those instances. On a related note, the medallions can also be bartered for +15 and +25 radiance gear, another reason why you may want to run those instances, particularly the easier 3-person ones. Visit your class trainer to see what gear is available and how many medallions are required.

Other Gold Making Techniques

Besides farming for resources and hides, it's important to know other tool you have to make money. The biggest tool you can use in-game is the Trade channel and the Auction House. Selling your wears at the Auction House and in the Trade channel increases the amount of money you make, particularly with crafted goods. If you are settling in and skilling up your crafting, try selling your crafted items on the AH instead of vendoring them. You may not make much more than vendor price, but because you are producing mass quantities

The Unofficial Lord of the Rings Online Guardian Guide

of that particular item, you will end up with a lot money at the end of your crafting session.



Epic Quest line

In the Lord of the Rings: Online, the game would not be complete if it did not tell the story of the ring itself. Within the game, the story of the ring is told, followed through the Epic books. Currently, there are 13 books that track the origins of the ring and the fellowship. It begins with the Prologue and book 1, which introduces the player to Strider, and the origins of the Epic storyline. Below is a synopsis of each of the books.

Book I: Stirring in the Darkness - level 10-18 : 12 Chapters

Book One begins with a conversation with the Ranger Strider, and continues all throughout Bree-Land, eventually ending in a battle with the Wight-lord and a rescue from Tom Bombadil. You learn many things about the evil in Middle Earth, and also about some of it's heroes. Make sure to have a small group for Chapter 11, as the battles can get very difficult.

Book II: The Red Maid - Level 26-29 : 9 Chapters

Book Two begins with a conversation in Ost Guruth with Radagast the Brown. All of the chapters take place in the Lone Lands, with the latter chapters venturing into Agamaur and Garth Agarwen to face Ivar the Red Hand. The last battle of Book two requires a good group, as the battle with Ivar and the battles leading up to it are very difficult. Make sure to have a group for Chapter 8 as well.

Book III: The Council of the North - Level 29-30 : 7 Chapters

Book Three takes place in the North Downs. You will defend the Elves, Men, dwarves, and Trestlebridge. Chapter Six is one of the best battles in the book, as you defend the bridge against the attacks of Orcs. Make sure to have a group though, as there are many waves of signature and elite Orcs. At the end of the book, in Chapter 7, you will find your way to Aragorn, the famed human, who resides at the Last Homely House in Rivendell.

Book IV: Chasing Shadows Level 37-42 : 9 Chapters

Book Four takes place in Rivendell and Trollshaws. It includes a few escorts quests with Legolas. Make sure to have a group for this one, as Legolas does not rest for long, and enjoys swiftly moving into combat. You will also need a group for 4 of the 9 chapters; Chapter 2, Chapter 5, Chapter 6 and Chapter 8. The book closes with a request to speak to Elrond in the Last Homely House to discuss the Nazgul's move across the Bruinen.

Book V: The Last Refuge Level 43-45 : 8 Chapters

Book Five brings many challenges, and one of the most exciting instances in the Epic Book Chain. In Book 5 Chapter 8 you will face a Nazgul for the first time! Make sure to bring a group, because this is no easy fight. Also, there is a little foreshadowing into the end-game instance Helegrod that happens during the dialogue for Chapter 8, so pay

attention to what is happening. Also, make sure to bring a hope potion for this fight, as the dread you will get facing the Nazgul can leave you cowering.

Book VI: Fires in the North - Level 45-47 : 7 Chapters

Book Six takes place in Angmar, and is the key component in being able to transport across the Rammas Deluon into East Angmar. After completing the first 6 chapters, Corunir sends you across the Rammas Deluon and head to the Southeastern corner and the town of Gabilshathur. After completing Book 6, Chapter 1, you receive one of the best cloaks in the game up to this point, Ithilchol. The cloak has 111 armor and +90 Maximum Morale and +90 Maximum Power. This is one of the best cloaks in-game for a Guardian.

Book VII: The Hidden Hope Level 49-50 : 8 Chapters

Book Seven focuses in East Angmar, and takes place mainly in Gath Forthnir. This quest hub is a camp surrounded by evil. You can hear the cries of Barad Gularan, and see elite trolls roaming the Southern mountains. All of these quests are solo except the final chapter, but they require a lot of traveling. It is best to group with a hunter, as they can significantly shorten the travel time associated with the Book. The final Chapter takes you into Carn Dum to protect Lorniel and find the home of the false king. You are rewarded with the Key to the Gates of Carn Dum, which allows you to open the outer gates and make your way into Carn Dum and Urugarth.

Book VIII: The Scourge of the North - Level 50 : 6 Chapters

Book Eight, like Book Seven, takes you across the lands of Middle Earth, so ensure you have a hunter in group to port you around. You will also need a group for Chapter 1, as you venture back into Carn Dum to get the Ranger's weapons and gear. These pieces can be dropped by the mobs outside of Urugarth and Carn Dum, so if you want to farm them for your entire group, it's best to farm the bridge area after the small vendor area. The mobs drop them, and this way you won't have to venture far in to get the items you need.

After trekking across Middle Earth for the rest of the Chapters, you will need a small fellowship for Chapter 5. This chapter will cover the fall of the false king, as well as continue the mysterious storyline of Sara Oakheart.

Book IX: The Shores of Evendim - Level 50 : 5 Chapters

Book Nine continues in Evendim with the mysterious story of Sara Oakheart. As you piece the story together, you travel across Middle Earth. All of the Chapters in Book 9 are soloable, but involve a lot of travel. Grabbing a hunter to duo the book will help you a lot.

Book X: The City of the Kings - Level 50 : 14 Chapters

Book Ten begins in Evendim, and takes you through many battles in Annuminas. Chapters 2,3,4,5,7,9,11 and 14 all require small fellowships to complete. Because of the traveling nature of the quests, between Tinnundir and Annuminas, it's best to have a Hunter to port between the campfire and Tinnundir. There is also a fantastic quest reward at the end of Chapter 14. The Pouch of Shire Dirt is a great pocket item that gives +15 Fate, +3% Poison Resistance, +3% Disease Resistance, +3% Fear Resistance and +3% Wound Resistance.

This is a great PVE item for later instances and raids.

Book XI: Prisoner of the Free Peoples - Level 50 : 13 Chapters

Book Eleven deals with the capture of Mordrambor, and the diary of Sara Oakheart. This Book provides a lot of back story to piece together some of the history involved in the fellowship of the ring. You will travel across Evendim and Trollshaws in your quests, culminating in your quest to tell Elrond the bad news regarding Narchuil. This culminates in the reward of "Elrond's Gift" a neckpiece with 33 armor, +15 Vitality, +15 Will, +90 Maximum Morale and On Use: +662.4 Morale with a Cooldown of 1 hour.

Book XII: The Ashen Wastes - Level 50 : 9 Chapters

Book Twelve begins with a conversation with Elrond in Rivendell. He tells you to head to Evendim and speak with Calenglad. This begins the traveling portion of Book 12 that mainly takes place in Carn Dum. Make sure to group with a steady fellowship, as the entire book requires a fellowship. The good news for the Carn Dum area is the chapters take place outside, and in new areas that you may have yet to explore. Chapter 9 ends with a great two-handed weapon reward, "Cleaver of Barad Durgul. This two-handed axe does 29.7 DPS, +9 Damage to the Dead, +30 Might, +30 Agility and +30 Vitality.

Book XIII: Doom of the Last-King - Level 50 : 11 Chapters

Book Thirteen takes you to Forochel, the frozen bay north of Evendim. The first thing you'll need to do when doing this quest line is finish the quest "The Frozen War", located in Barad Gaurhoth. This quest opens up swift travel around the bay, a key component for finishing Book 13 in a timely manner. The rewards for Book 13 are ok, except for the last chapter. This chapter requires a fellowship, but yields a great one-handed sword "Blade of Keria" with 27.5 DPS, +1.5 in-Combat Power, +1% Parry Chance, +15 Agility and +15 Vitality.

Class Quests

The Guardian class quests are a tough and challenging process, but provide the Guardian with much needed skills, armor, weapons and items. Beginning at level 15 and continuing at level 30 and 50, these quests are vital to the progression of the Guardian. Listed below are the different quests and hints on how to accomplish them.

Level 15 Class Quest: A Shield Against Adversity

By level 15, you should have the basics of the Guardian class down. The class quest is not very difficult if done correctly, and can be soloed at level 15. After speaking with Oswin Leek just outside the North-gate of Bree-Land, you must head south to Burle Pierson's farm. There you must help him defend his farm from brigands. Throughout the waves that come, remember that there are two of you fighting, and it may be easier to let him body pull the mobs and then pull them off with your attacks. If his health begins to falter, stand in front of him to

grab aggro of the oncoming mobs, and pull them back to him so he engages them as well. It is also important to eat a morale/power regen food before this fight, just in case things go awry. After completing the defense, you must go back to Oswin Leek at the North-gate of Bree-Land to receive your reward.

Level 30 Class Quest: A Guardian's Duty

The level 30 Class Quest brings the Guardian to Trestlebridge. Here they will find Severin Wheeler and his request to defend the oncoming Orc Marauders just outside the bridge of Trestlebridge. This is a tricky quest as they are signatures and because they come in waves of 2-3, make sure to use the surrounding guards to help you. The best way to do this is to start pushed out from the bridge and slowly work your way back. Remember that to the west of the bridge there will be an Orc that tries to sneak in. As long as you get physical aggro they will not cross the bridge, and you will complete the quest. Depending on your current armor setup, select either the Shield or Chest Piece, whichever is a better upgrade for you. If they are both a good upgrade, choose the shield as you will find excellent

chestpieces from quests in Esteldin.

Level 50: The Bravest Deed is Selfless

After hitting level 45, this quest becomes available at your Guardian trainer. The quest itself is listed as 50, but can be done at level 45. The dialogue says to venture to Wali, a Dwarf Guardian in Noglond, south of Thorin's Hall. This is the beginning of your last class quest and requires gathering items to turn in to Wali. Many of these items can be bought on the AH, or gathered beforehand. If you would like to speed up the process, have these items available when you make your way to Wali.

Level 50: Implements of Battle

After speaking with Wali, he tells you to gather components for a remarkable weapon he will make for you. The first set of components is the Cruel Bludgeon of Shataz and five sulfur-tinged Tarkrip-spears. Shataz is an elite Snow-Troll that can be found south of the Giant Table in the Misty Mountains. The Tarkrip-spears can be found as an item drop from Tarkrip Spear-Hurlers in the Malenhad area of Angmar.

After returning these items to Wali, he proclaims he needs some more items to fashion the weapon. You are to gather 20 grisly bat-talons, 15 mottled spider-mandibles and 5 hooked Warg-claws. All of these items can be found on the Auction House and may not be too expensive. If you would like to gather them yourself, the bat-talons and spider-mandibles can be found in Northern Angmar but especially in Himbar. The Hooked Warg Claws can be found in Angmar as well, off of any wandering Scara or Warg. They may not drop every time, so be persistent.

After gathering the required items, you will head back to Wali who has a final request for the weapon. A Crimson

Gorthorog-horn from Carn Dum and a Sigil of War from Urugarth. This will require a group for each instance, as they are difficult instances with many bosses that require fellowships.

The crimson Gorthorog-horn can be found off Barashal, who also drops the Ornate Grate Key for Carn Dum, a valuable key to add to your collection. The Sigil of War drops off of Gruglok, who also holds the Steel Key for Urugarth. This key helps bypass many of the mobs in Urugarth, and like the Ornate Grate Key in Carn Dum, is a valuable addition to your keys if you can get it.

When you return these two items to Wali, he will present you with a choice for two weapons. It is recommended to chose the Spear over the two-handed axe, as this is a great one-handed weapon until you can get a Mirrored Ancient Steel Weapon, or another drop from one of the latter instances. The spear can be used all the way from 45 to 50.

Level 50: Articles of Fortitude

The second part of the Guardian Legendary Quests involve gathering materials for new equipment. The first objective of the quest is to gather 10 snow-encrusted Dourhand-boots and Grigore's ashen hide. The Dourhand-boots are gathered off of Gabilazan Defender's, Guard's and Lieutenants. Gabilazan is in the Misty Mountains, just south of the High Crag. Grimgore's ashen hide falls off of the signature beast just North of Aughaire. He is easy to kill and drops the required piece every time.

After returning these objects to Wali, he asks you to go out again and gather 25 unyielding drake scales and 15 gem-encrusted nails. These items can be found on the Auction House, or if you prefer to gather them yourself, off of the Drakes in Gorohtlad in Eastern Angmar and Blade-beak Diggers in the same area.

Return these again to Wali for the final gathering quest. This time you will need to gather a flawless scale of Lhugrien and a Warg-keeper's token. Both of these are found in Urugarth. The Warg-keeper's token is dropped from Athpukh, while the Flawless Scale is dropped off Lhugrien, the Elite Master Dragon.

Upon return, you are given a choice rewards, either the Ring of Fortitude or the Trinket of Fortitude. In this situation, take the Trinket, as you can upgrade your rings to Etched Beryl rings, the best rings in game.

Level 50: A Lesson from Samwise Gamgee

After completing the quests with Wali, he sends you to speak with Samwise Gamgee, who is residing on the back porch of the Last Homely House in Rivendell. After finding him, he bestows you with the skill "To the King". This concludes the Class Quests for the Guardian.

End-Game Instances and Raids

The End-Game content for LOTRO begins roughly at level 47. With instances like Carn Dum, Urugarth and Barad Gularan, the content for Fellowship end-game is very fun and can consume more time than you expect. Typical end-game fellowship encounters take anywhere from an hour to 4 hours. However, the quest rewards and drops from these bosses are great. One of the best one-handed axes in game, "Stone-Biter" drops of Helchgam in Carn Dum. This axe does 27.5 DPS and has +1.5 in-combat Power Regeneration, +15 Might and +45 Power. There are other good drops in the other instances as well, including class quest items. These unique items are some of the highest selling items on the Auction House, and can be farmed fairly easily. You can also get your keys to these instances, which will help you in future runs.

12 and 24-Man Raids

Once you've hit 50, there are two more areas you and a raid can venture to. The first end-game content to be released for LOTRO was Helegrod, a 24-Man Raid instance. In this instance you will encounter Bears, Giants, Spiders, and the dreaded Dragon Thorog. With Helegrod came the introduction of class specific armor, that would randomly drop off of the bosses. This loot can also be found off of level 48+ mobs, but has a much lower percentage. Helegrod is a great place to learn raiding encounters, and prepared LOTRO players for the next step, the 12-man instance The Rift of Nurz Ghashu.

The Rift of Nurz Ghashu

This instance is considered to be the hardest end-game content available. The 12-man instance brings fights where strategy and implementation take center stage as to whether you will survive or not. You will also fight one of the most dreaded beasts in all of Middle Earth, a Balrog.

Continuing with the tradition of class armor pieces, the Rift holds another set of

The Unofficial Lord of the Rings Online Guardian Guide

armor for each of the classes. These are available by turning in gems that are dropped by the bosses inside. Each boss has the ability to drop 1-2 stones, 2 being the maximum number dropped per run. Listed below are the bosses and their applicable drops:

Barz - Rift Boots

Zurm - Rift Boots

Fruz - Rift Gloves

Zogtark - Rift Leggings

Narnulubat - Chest Piece

Shadow-Eater - Random Loot

Thrang - Rift Helmet

Thaurlach - Rift Shoulders, Weapons, and Shields.

When you begin the raiding process, it is imperative that you take note of your Guardian's state, and ask yourself these questions: Do they have proper armor (2,000+ AC)? Do they have good weapons (26.5 DPS +)? Do they have their legendary traits finished and virtues nearly maxed out? These things are very important when facing the mobs in end-game instances, especially the Rift. Mitigation means everything in those situations, and if you come ill-prepared the only thing you will wind up with is a heavy repair bill.

Mines of Moria Expansion

With the expansion of Mines of Moria there are some new changes and additions that change the game dramatically. For the Guardian, these changes include additional active skills, deeds, legendary skills, and, most importantly, Legendary Items.

New Guardian Skills

The Guardian gets an update in the Moria expansion with new active skills. Listed below are the skills and their requirements.

Improved Sting

Trainable at level 52.

Replaces Starter skill Sting.

Main hand weapon + Bonus Damage

Duration - 10 seconds

Cooldown - 6 seconds

Applied on expiration if in combat:
Removes up to 1 Corruption effect from the target.

A Quick attack that will lightly wound your opponent.

The improved Sting is a wonderful addition to the Guardian class. As you explore more and more of the expansion, you will come across many mobs that have a corruption on them, whether that is a heal, an increase to their damage output, or a power drain. These mobs will lose their Corruption once the Sting duration ends (10 seconds). When you fight mobs with these Corruptions, make sure to use Sting early and often. Many mobs will recast the debuffs and Corruptions, and it's best to keep them disabled.

Improved Shield Blow

Trainable at level 54

Replaces Starter skill Shield Blow

Cooldown 3.5 seconds

237 Common Damage

You strike your opponent with your shield. This skill generates additional threat.

Improved Shield Blow brings about more damage and additional threat than it's previous incantation. You will find a strong improvement when using it to hold threat, and it's actually quite nice when using in a DPS build as well.

Brutal Assault

Trainable at level 56.

115% of Main-hand Weapon + 119 Damage.

2.5m range

Cooldown: 15 seconds

You use brute strength to hammer home a well placed blow. Requires Overpower.

This is another skill restricted to the Overpower stance, and is a great addition to the damage lines. With the amount of items, legacies, and environments that call for an Overpower stanced guardian, you will find this a very useful skill that is often used.

Litany of Defiance

Trainable at level 60

Increases Threat over Time.

Duration: 15 seconds

Max Targets: 3

Radius: 7m

Cooldown: 20 seconds

After successfully blocking an enemy's blow, the guardian screams out a string of taunts that effect all those around him, with an aggro over time effect.

This is probably the greatest improvement Guardian's will see in the Moria expansion. With the ability to maintain aggro on multiple mobs fairly difficult pre-Moria, this skill allows for up to 3 mobs to receive aggro from the Guardian's shout. This is best used in small group situations, where you want to have all the aggro.

New Guardian Deeds

With the Moria expansion, there are also new class deeds for the Guardian. These are part of the new class trait sets as well, and require the use of certain skills to unlock. Remember, the deeds will have a daily allotment for leveling, so it's best when playing to use all of these skills until they cannot be leveled anymore to be efficient with your deed leveling. Listed below are the new deeds and the requirements for them.

Blocking Force

This trait enables you to gain a block event when you critical with Force Opening.

Gained by using Force Opening 750 times.

This is a great deed to slot for Guardian's who fight in Overpower stance. When you use Force Opening and have Blocking Force slotted, it will queue your block reactive skills. This is especially valuable because it opens up the ability to use Catch a Breath directly after the Force Opening. A Guardian would use this skill typically in small group scenarios like the 3-man instances,

or soloing, as the boost to Overpower stance has been very significant. This is also a key component to the class trait set "A Keen Blade"

Final Straw

This trait enables a sixth component to Fray the Edge, which raises your conjunction chances to 30%.

Gained by using Fray the Edge 1,000 times.

This is a great deed to slot in group settings, as the increase of Fray the Edge's potential to 30% makes conjunctions come much faster. The deed is part of the trait set "The Fighter of Shadow", and is best suited for Guardian's who find themselves in groups, typically 6-man or greater. Because this deed has a 1,000 use cap, it's best to use Fray the Edge whenever it is up, especially in groups, as this will continue to boost the chance for a random conjunction.

Hit Where it Hurts

This trait raises the chances of Stagger scoring a critical hit.

Gained by using Stagger 1,000 times.

This trait is a very key component to the new enhanced Overpower stance in the Moria expansion. With B/P/E becoming less important, and the focus of Overpower shifting to critical rating and chance, Hit Where it Hurts is a vital part of that puzzle. After you complete the deed and slot it, you will gain a bonus to your Stagger critical hit chance. This can also be modified with belt and weapon legacies. For soloing and small group play, it is extremely helpful to slot this deed, as the enhancement to Stagger critical is huge, and you will find yourself doing much more damage. It is also part of "The Keen Blade" trait set. If this style of play suites you, make sure to find a belt and sword that gives legacies that benefit the critical success and chance of Stagger for maximum DPS.

Litany of Challenge

This trait enables Challenge's force attack to last for a few precious seconds extra.

Gained by using Challenge 350 times.

This trait is part of the "Defender of the Free" class trait set, and is extremely helpful in peeling aggro off of other group members. By the time you get to Moria, you will have likely been in many situations where Challenge has become your friend. Whether that's peeling aggro off of a minstrel, hunter, or champion, it has been a vital part of your skill set. With the extension of the Challenge time, you will gain a few additional seconds to pour on the aggro, hopefully negating the damage your group-mate has been doing, and allow you to take the focus of the mob you are fighting. This trait is best used for those Guardian's that find themselves in group situations, at least 3-man groups, but typically 6-man or higher.

Quick of Foot

Your Stamp skill recovers 15 seconds quicker.

Gained by using Stamp 300 times.

With the changes brought about with the Moria expansion, the focus for the Guardian's skills has changed slightly. One of the skills that saw little use, Stamp, has become a very useful tool. Many of the mobs in Moria will have debuffs on them, including self-heals. During these heals, they absorb all incoming damage while healing. It is imperative that an interrupt happen in order to make for quick disposal of the mob.

As such, the Guardian's Stamp has become a vital part of it's arsenal. Having the recovery time dropped by 15 seconds is a great addition, and when combined with the -Stamp time reset on the belts, makes this a very good trait to slot. This is also a part of the "Defender of the Free" class trait set, so if this is the set you will be using, consider Quick of Foot.

Raw Power

This trait raises the damage bonus of Overpower, but also increases the Power cost.

+5% Overpower Power cost

+3% Overpower Damage

Gained by using the Overpower stance 100 times.

This is a great trait if you plan on spending your time in Overpower stance. If you do plan on slotting this, it is recommended that you continue down the "Keen Blade" set, as you will receive a subtraction in power cost as well as additional damage. This would be a trait used for those that solo a lot or plan on doing small instances, like the 3-man instances.

Shield of Fire

This trait enables Shield Taunt to generate 15% more aggro.

Gained by using Shield Taunt 350 times.

This trait, part of the "Defender of the Free" set, is a perfect compliment to a Guardian who is looking at holding aggro. Typically used in large-format groups consisting of 6 or more members, this trait

allows for one of the block reactive skills to gather more aggro. It can also be slotted for Guardians that are having a problem establishing or maintaining aggro in smaller group settings, as the 15% increase is quite substantial. If you use this skill, make sure to keep Guardian's Ward up, as the increase chance to block is key in maintaining aggro through the aid of Shield Taunt.

Threatening Presence

This trait enhances the threat output of some of your shield chain.

Increases the threat generation of shield skills.

Gained by using Bash 500 times.

This trait, like Shield of Fire, increases the threat generation of your shield skills. This means, Shield Bash and Shield Taunt will generate more aggro than before. This skill is part of the "Fighter of Shadow" class set, and is best used in situations where the Guardian is using his shield skills a lot. If you tend to stay in the block reactives rather than the parry tree, feel free to slot this trait and gain the benefit of additional shield threat.

New Legendary Traits

With the expansion there are also three new legendary traits available to the Guardian. Each one is considered a Capstone Trait, meaning, when you have 5 traits slotted in a particular build, you will make the capstone trait available. These traits make the builds very attractive and also allow for greater customization and attunement of the Guardian to your particular play-style.

Litany Master

This legendary ability grants a stackable version of Litany of Defiance, allowing for increased threat.

Requires 5 traits in the Defender of the Free build to be slotted.

Gained by completing the level 58 class quest line "The Path of the Defender".

This Legendary Trait is used in the Defender of the Free line, and is a great slot for a Guardian who is concerned about holding aggro. When slotted, a critical attack with either Shield Smash, Sweeping Cut or Vexing Blow will, you will trigger a "crit version" of Litany of Defiance. Basically, this means for every critical attack with those skills, you will gain a

stackable aggro-over-time. This greatly changes the way a Guardian can be played, as the extra aggro is very beneficial, especially when tanking multiple mobs.

your build. Only use this skill if you are running out of power constantly, or if you are in an instance or situation where you will not be exiting combat at all. Only then is this trait useful.

Heart of Fire

This trait enhances "Take to Heart" reducing its cooldown and reducing its morale cost enabling it to be used more often to protract long encounters and snatch victory from long fought fights.

-20% Take to Heart Morale Cost

-60 Skill Cooldown

+1 Critical Defence

+1 Devastating Critical Defence

Requires: 5 traits in The Fighter of Shadow line slotted.

Gained by completing the Epic Quest Line "Mines of Moria" (aka Epic Volume II, Books 1-6).

This legendary trait is somewhat useless, unless you find yourself running out of power all the time. While the increase to devastating critical and normal critical defense is good, your mitigation should still account for a lot of defense, so the chances of slotting this are minimal. You are best served using other legendary traits in conjunction with

Hemorrhage

This skill enables Brutal Assault to apply a stackable bleed 50% of the time.

50% chance to apply.

Requires: 5 traits in The Keen Blade line slotted.

Gained by getting Kindred Standing with Iron Garrison Guards, purchasing and using the book "A Keen Blade" (2g 500s) from the Iron Garrison Guard Trader in the 21st Hall.

This is a great capstone skill for the trait line "A Keen Blade". With the Moria expansion, there is much more potential for the Overpower stance, and having an attack that provides a stackable bleed is fantastic. When you combine this with your other bleed (Thrust/Salt the Wound) you have two bleeds doing a decent amount per-tick. Typically the Hemorrhage bleed hits for around 70 damage per tick at level 60, but combining this with a Thrust/Salt the Wound brings about two ticks, and around 110-120 per tick.

The Unofficial Lord of the Rings Online Guardian Guide

This is great when used as your initial attack, but also a wonderful addition to PVP. The Guardian's DPS has been bumped up, so we are already feared competitors out in the Ettenmoors, but with this bleed, we can take down Wargs post stealth or other creeps trying to get back into their creep-held keeps. Typically try and use this attack when your opponent has less than 50% health. This ensures that as you burn them down, the DoT will remain, and will continue to damage them even if they escape you. You will find many a warg that will die from your Hemorrhage crit after they have stealthed to try and get away.

Class Trait Sets

With the release of the Moria expansion, Guardian's now have a unique ability to further utilize their play-styles. With the addition of class trait sets, Guardian's now get bonuses for slotting like-minded traits, culminating in an additional Legendary trait.

There are three sets, each appealing to a different type of play style. The benefit of these are the ability to stack bonuses, as many of the traits are used in more than one set. Take a look at what traits you lean towards and try to maximize your set bonuses to help you expand your playability.

Also with the introduction of the trait sets, 3 new legendary traits have become available. These traits are only equippable when you have 5 of the set traits equipped. Each trait is specialized towards the type of play style associated with the set. These legendary traits, along with the trait sets themselves are listed below.

The Fighter of Shadow

The Fighter of Shadow (FoS) is geared towards improving the Guardian's ability to keep a single mob occupied over an extended period of time. It focuses on power regeneration, defensive abilities, and shield skills. With the introduction of devastating attacks in the Moria expansion, the FoS Trait Set is a great way to balance the the damage they are intaking with the damage they are outputting. If you enjoy the tanking role, this is a great trait set to follow.

Traits in the Set

For the Fighter of Shadow, you will use many of the Guardian's defensive abilities. These include Guardian's Ward, Selfless Defense, Defensive Expertise, Deflected Blows, Controlled Breathing and Braveheart as well as two of the new traits, Threatening Presence and Final Straw. Listed below are the bonuses associated with the Fighter of Shadow trait set.

2 Traits Equipped:

+75% Power Restoration from
Reactionary Events and Skills.

3 Traits Equipped:

+10% Shield Damage
Improved Critical Defence

4 Traits Equipped:

Shield Wall now provides an armor
bonus
Improved Devastating Critical Defence

Legendary Capstone Trait:

Heart of Fire

This trait enhances Take to Heart, reducing it's cooldown and reducing it's morale cost enabling it to be used more often to protract long encounters and snatch victory from long fought fights.

-20% Take to Hearth Morale Cost
-60 Skill Cooldown
+1 Critical Defense
+1 Devastating Critical Defense

Requires: 5 traits in The Fighter of
Shadow Line slotted.

The Defender of the Free

The Defender of the Free (DoF) is geared towards increases the amount of threat a Guardian can create. It is best used for situations where the Guardian needs to maintain or gain threat easily, which typically will be 6-man groups or raids. This trait set is geared towards the shouts and taunts of the Guardian, and it's 4 piece bonus increases the Guardian's Threat Stance.

Traits in this set

As described before, many of the shouts and taunts of the Guardian re used in this set. Therefore, Grim Challenge, Harasser, Litany of Challenge and Shield of Fire are all part of it. Reactive Block, Stoic, Heat of Battle and Quick of Foot round out the skills in The Defender of The Free set. Listed below are the bonuses associated with this set.

2 Traits Equipped

Increased Threat generation from Shield Skills.

3 Traits Equipped

Whirling Retaliation applies a bleed upon critical.

4 Traits Equipped

+8% Threat Stance Threat.

Legendary Capstone Trait:

Litany Master

This legendary ability enables a stackable version of the Litany of Defiance to be levied when you cti on Shield Smash, Sweeping Cut and Vexing Blow.

Requires: 5 traits in The Defender of the Free line slotted.

The Keen Blade

The Keen Blade (TKB) is geared towards Overpower stance damage and power consumption. The traits associated with the set help in giving the Guardian's Overpower stance an increase in damage output while decreasing the power cost of the skills. With the changes brought about to the Guardian class in the Moria expansion, the Overpower stance has been greatly improved. Therefore, a Guardian looking to solo will want to invest in this class, as well as those Guardian's that act as a secondary tank or DPS in large-group format. This would also be helpful in the 3-man groups, as the stance is used in this scenario as well.

Traits in this set

The Keen Blade focuses on many of the traits that will benefit the Overpower stance. These include Hit Where It Hurts, Raw Power, Parried Blows, Stinging Blow, Blocking Force, Strong Lungs, Quickness and To The Rescue. Listed below are the bonuses to the set.

2 Traits Equipped

-5% Overpower Power Cost

3 Traits Equipped

+3% Overpower Damage

4 Traits Equipped

+5% Overpower Damage

Legendary Capstone Trait: Hemorrhage

This skill enables Brutal Assault to apply a stackable bleed 50% of the time.

50% chance to apply

Requires: 5 traits in The Keen Blade line slotted.

Legendary Items

Legendary Items are another new addition to the game that add a whole new dimension to the Guardian class. There are two different types of Legendary Items (LI) that a Guardian can use, a weapon and a belt. The weapons span the gamete of available weapons and include One and Two-Handed Swords, One and Two-Handed Axes, Daggers, One and Two-Handed Clubs, One-Handed Maces, One and Two-Handed Hammers and Spears. These items come in three forms, Rare Quality (Purple), Incomparable Quality (Teal) and Epic Quality (Orange). The Guardian can equip two Legendary Items at one time, and can have up to 6 at a time gain item experience.

Legendary Item Experience

Item experience is the experience your item gains after a combat kill. This is the amount of experience you receive from killing a mob in a non-rested state. It is also known in shorthand as IXP. For example, if you receive 300 xp (non-rested) for a mob kill, you would receive 300 item xp. If you receive 300 xp for killing a mob in a rested state, you would receive half of this, or 150 IXP.

The Item XP is based on the Group Fellowship Mechanics. This means, for each additional weapon or item you use that is gaining IXP, you will receive an amount based on the amount of total items used. For instance, if you have 6 weapons slotted, all enabled for leveling and you kill a mob that gives 100 item xp, you will actually gain more than 100/6. This is explained in the table below:

2 Items: 18% bonus

3 Items: 46% bonus

4 Items: 62% bonus

5 Items: 82% bonus

6 Items: 116% bonus

As explained earlier, on a 100 IXP mob kill, your items would get the following IXP:

1 Item: 100 IXP

2 Items: $(100 \times 1.18) / 2 = 59$ IXP

3 Items: $(100 \times 1.46) / 3 = 49$ IXP

4 Items: $(100 \times 1.62) / 4 = 41$ IXP

5 Items: $(100 \times 1.82) / 5 = 36$ IXP

6 Items: $(100 \times 2.16) / 6 = 36$ IXP

As this table shows, it's very beneficial to level all 6 weapons and items at once, to maximum the amount of IXP you receive.

You can also find quests that provide Item Experience. These can be found in certain areas including Echad Dunann, Mirobel and Dolven View. The quests are solo quests for the most part, but they require a special stone to begin. These are Infused Adamants, Infused Sapphires and Infused Garnets. Not only do these quests typically yield 3,000+ IXP, but you also get a scroll that, when applied to a LI, adds certain properties like Ancient-Dwarf Damage or Additional Damage to Undead. These quests are also repeatable but are on a 16-hour cooldown. In Dolven View, the quests are directly across from the Stable Master. There are three quests each at the two dwarves, and they will all yield item xp.

Reforging your Legendary Item

From time to time, you will have to reforge your Legendary Item in order to continue leveling it. These caps happen at level 10, 20, 30, 40, and 50. Visiting a Forge-Master will enable you to reforge your item, and refund your Legendary Points (LP), Unslot Relics, as well as the ability to rename the item. At levels 10, 30, and 50, you will also have a new legacy added to your item. This is again a random legacy, but you will be able to choose between two legacies. At levels 20 and 40, you will have a choice to increase one of your legacy's tier's.

Where to Find Legendary Items

Legendary Items can be found through questing, loot, or item barter. If you are looking to get your first Legendary Item, head to Echad Dunann in Eregion to begin the Volume Two of the epic series. After completing Volume Two Book One, you will gain your first legendary items. It is recommended to make this your first goal in the expansion, so you can maximize your item xp.

You may also come across Legendary Items within the loot from slain mobs. These will be even level items (52,54,56, etc.). These items are not just for Guardians, so you will run across other LI's for other classes. As noted above, these come in 3 levels. Your typical mob, level 55 and below has a chance of dropping a purple (rare) item. The mobs 56 and higher have a chance of dropping a Second Age item. These would be the Incomparable (Teal) items. First Age Items of Epic value (Orange) can only be found off of the major boss in the Vile Maw, the Watcher. Because of this, work towards getting to a point where you can farm higher level mobs.

Farming Legendary Items

Farming the mobs level 56+ is not only extremely profitable, but also can yield a Second Age Item. If you do come across a Second Age Item, and it is not for a Guardian, do not fret, you can do one of two things; Sell it on the AH to make some coin, or, preferably, trade it for a Guardian Item of the same Age. Bartering for Guardian Items is your best way to get the Items you want, whether it's First, Second or Third Age.

Orc camps in the Mines of Moria and Lothlorien are the two best places to find Legendary Items. The Lothlorien mobs are typically well-camped by players who desire the same loot, but you will find higher mobs (58+) which means higher level legendary items.

Lastly, you will come across barter items that can be exchanged for unidentified legendary weapons or belts. Rusted Dwarf Tools can be turned in for level 51,53 or 55 items, and Khuzdul Tablets can be turned in for level 57 or 59 items. Legendary Items can also be crafted by Weaponsmiths, Metalsmiths, Scholars, Tailors, Woodworkers and Jewellers. These require Legendary Shards, which are a random drop from item deconstruction.

Legacies

Each item has a set of Legacy's associated with them, and each item is unique. A Legacy is a trait slotted on the weapon that brings about a certain buff. This could be anything from an increase to the parry rating on Guardian's Ward, an increase to your Stagger Critical Rating, or even a percent increase to your Catch a Breath heal. Because each item is unique, the legacy's will be different every time. Listed below are some of the Legacy's

available, and as the game continues to expand, we should see an increase in potential legacies.

Weapons

- +Weapon Damage
- Charge Duration
- Engage Range
- Guardian Area Effect Melee Targets
- Guardian Bleed Damage
- Guardian Bleed Pulses
- Guardian's Stamp Skill Reset
- Guardian's Ward Duration
- Overpower Evade Chance
- Overpower Power Cost
- Stagger Attack Duration
- Stagger Movement Speed Debuff
- Sweeping Cut Dmage
- Targeted Melee Skill Range
- To The King Damage
- Turn the Tables Cooldown
- Warrior's Heart Duration
- Whirling Retaliation Damage

Belt

- Catch a Breath Morale Heal
- Stagger Effect Duration
- Stagger Positional Damage
- Stagger Critical Rating
- Guardian's Ward Damage Increase
- Reactive Block Damage
- Warrior's Heart Heal
- Challenge Targets
- Sting Damage
- Skill Threat Rating Up
- Guardian's Ward Parry Rating Increase
- Guardian's Ward Block Rating Increase

Each Legacy has a rank, or Tier. The tiers are rated on quality from 1 to 6. The higher the tier, the lower the Legacy Point cost per level. What that means is, a Tier 1 legacy may cost 10 legendary points (LP) to level, while a Tier 6 legacy that is identical would only cost 3 points. This is a benefit to having higher ranked legacy tiers on your items.

Every time your Legendary Item gains a level, you are awarded Legendary Points. These can be spent on increasing the level of your Legacies. Typically, there are 10 levels for each Legacy, and you can have up to 9 different Legacies per item, although this is only the case with Epic

(Orange) Items.

When you first receive a Legendary Item, you will have to take it to a Forge-Master to have the legacy's identified. These can be located in a few locations, including Mirobel in Eregion and Dolven View in the Mines of Moria. If you have not finished Volume Two Book One you will not have access to the Dolven View, so you will have to take your item to Mirobel.

Once you receive the legacies, you will have a few choices to consider. You can sell the item to a vendor, trade it to a fellow player, level it yourself, or deconstruct it. The best thing to do would be to equip 6 items, then pick and choose what items you will keep based on the legacy's and your play style. Even if you aren't planning on keeping the items, equipping them, and leveling them will give you better items on deconstruct, as discussed in the next section.

Deconstructing Legendary Items

As you collect Legendary Items, you will have the chance to deconstruct these items for valuable relics, runes, or shards. Deconstruction can be done at a Relic Master. These are easily located next to the Forge-Masters.

Once you click on him, you will have a box pop up with two tabs; Relic Forging and Deconstruct. Selecting the Deconstruct tab will allow you to choose which items you want to deconstruct. Click on the item and hit the Deconstruct button.

Deconstruction Loot

The level of the item you deconstruct will determine the amount of relics and other loot you will get. It's important to note that, until your item reaches level 11, you will not receive any IXP Items (Runes) from deconstructs. Therefore, always level your items to at least level 11 before deconstructing.

When you deconstruct an item that is level 11 or higher, you will receive Rune tokens. These Runes, when used, add IXP to one of your items. This is typically between 20 and 50% of the deconstructed

item's IXP. While not giving you the full IXP, it is still nice to have a usable item to benefit your new items. Rune tokens are also random world drops, and can be found on mobs level 50 and higher.

Relics, Runes, Gems and Shards

With deconstruction, you have a chance of gaining 4 types of items; relics, runes, gems and legendary shards. Relics are slottable items that can be attached to your LI's. These can be a bonus to your stats like +Agility or +Might, or they can effect your mitigation or partial mitigation. Depending on the tier of the relic, these results will vary. Tier 7 is the highest Relic you can get. Listed below are the Relics by Tier.

Tier One Relics

Bronze Setting of Warding: +10 Might / +2.5% Partial Block Mitigation

Bronze Setting of Fleetness: +10 Vitality / +2.5% Partial Evade Mitigation

Bronze Setting of Deflection: +10 Agility / +2.5% Partial Parry Mitigation

Bronze Setting of Deftness: +10 Agility / +10 Might

Bronze Setting of Endurance: +10 Vitality / +10 Agility

Bronze Setting of Might: +10 Might / +10 Vitality

Tier Two Relics

Copper Setting Of Rage: +204 Melee Critical/+10 Might

Copper Setting Of The Enduring Hand: +204 Ranged Critical/+10 Vitality

Copper Setting Of The Deft Hand: +204 Ranged Critical/+10 Agility

Copper Setting Of Whelming: +204 melee Critical/+10 Vitality

Agate Gem Of The Fateful Word: +2% Tactical Damage/+10 Fate

Agate Gem Of The Willful Word: +2% Tactical Damage/+10 Will

Tier Three Relics

Iron Setting Of Fleet Hand: +208
Ranged Critical/+2.5% Partial Evade
Mitigation

Iron Setting Of Stout Deflection: +208
Melee Critical/+2.5% Partial Parry
Mitigation

Iron Setting Of The Stout Ward: +208
Melee Critical/+2.5% Partial Block
Mitigation

Amethyst Gem Of The Determined
Mind: +60 In Combat Power Regen/+10
Will

Amethyst Gem Of Determined Fate:
+60 In Combat Power Regen/+10 Fate

Amethyst Gem Of Destiny: +10
Will/+10 Fate

=Tier Four Relics

Early Rune Of The Heart: +75
Morale/-2% Attack Duration

Early Rune Of The Spirit: +75
Power/-2% Attack Duration

Steel Setting Of Great Might: +3%
Partial Block Mitigation/+3% Partial
Parry Mitigation/+12 Vitality

Steel Setting Of Great Rage: +212
Melee Critical/+12 Agility/+12 Vitality

Garnet Gem Of The Mindful Touch:
+2.5% Incoming Healing/+12 Will

Garnet Gem Of The Fateful Touch:
+2.5% Incoming Healing/+12 Fate

Tier Five Relics

Aged Rune Of Courage: +100
Morale/-5% Item Wear Chance On
Hit/+50 Power

Aged Rune Of Freedom: +100
Power/-5% Item Wear Chance On Hit/+50
Morale

Silver Setting Of Strength: +216 Melee
Critical Rating/+2.5% Super Critical
Magnitude/+15 Might

Silver Setting Of Longevity: +216
Melee Critical Rating/+2.5% Super
Critical Magnitude/+15 Vitality

Sapphire Gem Of Empowerment: +216
Tactical Critical Rating/+72 In Combat
Power Regen/+15 Will

Sapphire Gem Of The Sage: +216
Tactical Critical Rating/+72 In Combat
Power Regen/+15 Fate

Tier Six Relics

Profound Rune Of Swift Step: -2.5%
Attack Duration/-2% Ranged
Vulnerability/+125 Power

Profound Rune Of Action: -2.5%
Attack Duration/-2% Melee
Vulnerability/+125 Morale

Gold Setting Of Nimbleness: +5%
Partial Evade Mitigation/+220 Ranged
Critical/+15 Agility

Gold Setting Of Quickness: +5%
Partial Parry Mitigation/+220 Melee
Critical/+15 Agility

Profound Gem Of Nobility: +84 In
Combat Power Regen/+5% Incoming
Healing/+15 Fate

Profound Gem Of Respite: +84 In
Combat Power Regen/+5% Incoming
Healing/+15 Will

Tier 7 Relics

Deep Rune Of The Mountains: +150
Morale/+100 Power/-2.5% Attack
Duration

Deep Rune Of The Forest: +100
Morale/+150 Power/-2.5% Attack
Duration

Platinum Setting Of The Bulwark:
+7.5% Partial Block Mitigation /+224
Melee Critical Rating/+7.5% Partial Parry
Mitigation

Platinum Setting Of Hardiness: +15
Vitality/+15 Might/+15 Agility

Moonstone Gem Of The Sundering Sea:
+15 Will/+15 Fate/+4% Tactical Damage

Moonstone Gem Of The Stars: +5%
Incoming Healing/-2% Incoming Tactical
Damage/+90 In Combat Power Regen

Tier 8 Relics

Ancient Rune Of The Storm: -2.5%
Ranged Vulnerability/+150 Power/+150
Morale

Ancient Rune Of The Thunder: -2.5%
Melee Vulnerability/+150 Morale/+150
Power

Ithildin Setting Of The Biting Fly:
+7.5% Partial Evade Mitigation/+5%
Super Critical Magnitude/+230 Ranged
Critical Rating

Ithildin Setting Of Reflex: +7.5%
Partial Parry Mitigation/+5% Super
Critical Magnitude/+230 Melee Critical
Rating

Adamant Gem Of Dreams: +96 In
Combat Power Regen/+230 Tactical
Critical Rating/+5% Tactical Damage

Adamant Gem Of The Moon: +96 In
Combat Power Regen/-2.5% Tactical
Vulnerability/+5% Tactical Damage

Using Legacies and Relics to Match Your Play Style

As you become familiar with the way the legacy and relic system works, it will become a great benefit to incorporate those added benefits into your play style. Your belt and weapon legacies should balance your situation. Typically, this means carrying two weapons and two belts, one for tanking scenarios, and another for Overpower scenarios.

Tanking Scenarios

For tanking, your main goal is threat. You want to maintain aggro and keep the attention of the mob you are fighting. Therefore, you also want to pair your weapon with a good set of aggro-benefiting legacies. For your belt, the greatest legacy to obtain is Skill Threat Rating Up. The higher tier, the better. This will help in gaining greater threat with the use of your skills. Another fantastic legacy to have is Challenge Targets. This allows for more targets to be affected by your Challenge. This is great for the latter instances where you will be trying to maintain aggro on 5 or more mobs. Lastly, finding a belt with Guardian's Ward Parry

or Block Rating increase will help in living in your reactivities, which helps in maintaining aggro.

For your weapon, there is a bit of debate as to the greatest legacy's, but again it depends on your play style. Some argue that using a Guardian's bleed pulse increase (either damage or pulses) generates more aggro. This would be most beneficial for those Guardian's that spend time in the parry tree while tanking. Others will contend that it's best to increase the melee range, and will look for Targeted Melee Skill Range as their first. Whichever way fits you more, make sure that you focus on maxing out the DPS on the weapon first, and then worrying about leveling your other legacies.

Overpower Scenarios

With the Mines of Moria expansion, there has brought many new changes and challenges to the Guardian class. Because of the change in aggro and threat, a Guardian must now do a lot more DPS to hold aggro, while still relying on aggro-building skills and taunts. Because of this, there are specific pieces on items and belts to look for.

Looking for a good Guardian belt begins with Overpower-specific buffs.

Legacies such as Stagger Effect Duration, Stagger Positional Damage, or Stagger Critical Rating are most important. The most important of these is the critical rating, as criting on this quick attack can many times hit for 1000 or more damage. Getting some heal legacies is also a great thing, as the loss of block often times will have the Guardian needing more healing than with sword and board. Look for Warrior's Heart Heal and Catch a Breath Morale heal legacies.

On your weapon, again, you will want to look for a weapon that caters to Overpower. Your best bet is a 2-handed Sword, Axe or Hammer, built around the Overpower Legacies, Overpower Evade Chance and Overpower Power Cost. The greatest of these is Power Cost, as with the ranked legacy, you can easily decrease your Overpower power cost by 10% or more. Also pay attention to Stagger Attack Duration, Stagger Movement Speed Debuff, and Sweeping Cut Damage. Each of these will help you out in Overpower.

New Zones

With the expansion pack, you will now find three new zones for exploring, fighting, and loot; Eregion, the Mines of Moria, and Lothlorien. Each has new sets of deeds and mobs, and will bring many hours of play to those new with the area. Below is an in-depth look at the new areas.

Eregion

As the first new area you will come to, Eregion is a host to many quests ranging from 47-55. If you haven't hit 50 yet, this is a great place to start. To get to Eregion, head to Rivendell and go south, through the Trollshaws and into Giant Valley. The entrance to Eregion is to the South-east. Once you enter Eregion you will want to head directly west, as the quest hub of Gwingris (40.2s, 16.0w) lies in the North-West corner of the map.

Here you will find quests that will send you throughout Glad Ereg, Pend Eregion and the Hollin Ridge. It is important to do all the quests here as they are part of the quest-completion deed for Eregion. This not only yields deeds but also opens

up swift-travel throughout Eregion, which will be key in making your travels and questing faster and more efficient.

Once you finish the quests, there are a few more hubs to check out. To the Southeast of Gwingris is Echad Eregion (47.0s, 12.5w), which is roughly in the middle of Eregion, Mirobel (52.3s, 17.0w), a multi-level city along the edge of the Southwest river, and Echad Dunann (50.6s, 7.8w), the last city before the Walls of Moria. Each of these quest hubs have some great quests that will help you level quickly. There are a few to make sure to do though. Listed below are some suggestions.

There are two 3-man instances to the south of Mirobel that are part of two chain quests out of Mirobel, the School of Tham Mirobel and the Library of Tham Mirobel. These instances are one of, if not the best place to gain xp and loot pre-level 55. The mobs will drop many Rusted Dwarf Tools, which can be turned in at the Dolven View for Legendary items, as well as runes.

Runes are a teal item that drops that, when used, yields a certain amount of item xp. This is used to advance your legendary items. These runes start at 1,000 experience and can go upwards of 20,000-30,000 per drop. These two instances typically drop 1,000-2,000 runes.

The two quest lines begin in Mirobel with "Out of the North" and "Out of the

South". "Out of the North" starts with Ornras at 16.6W, 52.2S. "Out of the South" starts in Mirobel as well. Once you advance these quests you will get quests to kill mobs in the instances.

Because these instances are repeatable and are not on timers, you can go through them quickly, rinse, and repeat. If you run them 3-4 times, you will come away with half a dozen Rusted Dwarf Tools, a dozen or more runes, as well as a stash of Legendary Items. Please note, this instance has mobs ranging from 50-54. It is best to tackle this instance at level 51+.

The Mines of Moria

Obviously the biggest expansion area, the Mines of Moria provides a wealth of questing and exploration. There are new dungeons, areas, as well as new mounts. When you first enter the mines, you'll find yourself at Durin's Threshold. There are some quests here to do, but you'll eventually find yourself staggering down a path that leads to Dolven View, the first main quest hub and host to some of the most important repeatable quest lines in-game from Item XP.

Obviously there are other quests to do in and around Dolven View. Start out by grabbing all of the quests and begin doing them. Some will take you down the stairs to the North-East to battle Goblins, while others will send you south to the Silvertine Lodes. There are great quests to be found there as well. All of these quests, along with Durin's Way quest hubs are great for the grind from 50-55. There are ample quests and you will find yourself leveling here very quickly.

As a Guardian it is important to make note of a few things. First, the legendary item trader for Guardian's is located in the northern part of Dolven View. Here you can turn in Rusted Dwarf Tools and Khuzdul Tablets for items starting at 51 and ending at 59. These includes Guardian Belts and both one and two-handed weapons.

There is also two vendors that can be found in most of the major hubs that are your point for reputation turn ins. These vendors represent the two factions in the mines, the Iron Garrison Miners and Iron Garrison Guards. These two factions give different rewards, the most notable being the Moria Goat Mount (Miners) and Guard's Charm (-3% Incoming Melee Damage, +14 Might, +7 Agility, +18 Vitality +116 Block Rating, +116 Parry Rating) and the Legendary Trait, Hemorrhage. Each of these require

kindred standing with the factions.

During your questing in Moria, you'll come across reputation items, the most common being Broken Engravings and Crystal Lamp Fragments. A stack of 10 Broken Engravings yields 300 reputation while a single Crystal Lamp Fragment yields 700 reputation. These are important to build up quickly.

It's also important to finish your quests in the different quest hubs, especially ones in and around the horse routes. With Moria, just like previous places, when you complete quests it builds your report with that particular hub. This typically gives an increase to a trait at some point, but more importantly unlocks the swift-travel locations. Because Moria is a very large area, with many locations to explore and discover, finishing these quests is imperative if you want to cut down on your time on a goat.

Radiance Instances and Armour

With the release of Mines of Moria came new instances as well. The "Radiance Instances", as they've been dubbed, are a set of 6-man instances that can be run in "normal" or "hard" mode. Normal mode yields good loot, while "hard" mode yields good loot and a platinum coin drop that can be turned into your class trainers in the 21st hall for a piece of the Radiance gear. For the Guardian's, this is the Armour of Durin's Guard. These are all level 57-60 instances. The instances are listed below.

Skum Fil

Radiance Piece: +10 Radiance Set Leggings.

To Activate Hard Mode: Defeat boss (Queen) in locked room.

This instance houses bugs bugs and more bugs. Your objective is to get a key, one half from each side of the top lair. Once you have the key, you'll descend into the depths, and from the time you enter, you'll have to get past a host of spiders that respawn in two minutes. This is best avoided by taking the right side and

hugging the wall, fighting in the deepest part of the wall you can.

Once you get to the end of lair, you'll see the Queen in the center. Clear out the right side and engage her. You'll have adds that she brings, but you should be able to take her down pretty easy. Be aware of her AOE acid, as this is a very bad AOE and can take down your group if you aren't careful. Luckily there is an induction for it, so if she looks like she's getting ready to do something, she is. Back off and pull her outside of the AOE and re-engage.

Fil Gashan

Radiance Piece: +10 Radiance Set Gloves.

To Activate Hard Mode: Do not kill more than 2 Sentries.

This instance houses many Orcs, and has one of the most intriguing fights in all of the game. In it, you clear out an Orc Cafeteria and take on the Chef. In this fight, he asks you "Would you like that Pan-Seared". Quite a funny fight, but very straightforward. There are a couple of different options regarding progression in this instance, but to start off, it's best to gather uniforms for all of your members before entering the

cafeteria, and again before entering the final boss fight.

The final boss is a 3-stage fight. The first stage you have to run him across the traps laid down by his mobs, only then may he be damaged. The second part, you must drag him around while your group kills his caster. Bring him to the caster as he dies and he will "blow up" spewing oil on all of those around. You then will ignite him and that's the whole pattern for the second part.

The third is a simple tank and spank. After that, there will be two chests. One houses the platinum coin, the other may house one of the best pocket items in game, the Memorial Plaque (+19 Will, +19 Might, +19 Agility, +15 Vitality, +87 Maximum Power, +96 Evade Rating, +96 Block Rating). For a great strategy and good guide to the levels and mobs, check out <http://forums.lotro.com/showthread.php?t=210441>

The Forges

Radiance Piece: +10 Radiance Set Breastplate.

To activate Hard Mode: Defeat the last boss within 30 minutes of killing the first boss.

The Forges, along with the Grand Stair, is probably the easiest instance to go through. Because this is a timed instance from the beginning of the first boss, the easiest way to do this is by not killing any of the bosses and bypassing it all. To do this, simply fight your way to the first boss, engage him and then move him to the rocks on the left side. After you take him down a certain percentage, he'll call adds to you. These adds will break the rock, and you must then all move as a group and run down the path to the small cave in the wall. He will reset, and you can make your way down to the final boss (at the bottom of the forge). This is one of the quickest runs and can be run in under 30 minutes, often times under 20.

16th Hall

Radiance Piece: +10 Radiance Non-Set Shoulders.

To Activate Hard Mode: Kill the last boss without killing any of the bugs.

The first thing to make note in this area is, if you have any reflective gear, or are traited so that you damage any attacker on a block or parry event, re-trait or take off the jewellery. Often times an Insidious Cuff worn by 2 or more members of your group can be the downfall of this fight, and can change the fight into easy mode. Also, make sure not to use any AOE's. Be wary of this and make sure to ask your group to ensure that you complete this fight in hard mode.

Getting to this boss is fairly easy, but is quite time consuming. There are no real challenges on your way in, just be careful on some of the Orc pulls to pull according to your group's skill level. You can overpull and wipe.

Once you get to the final boss, there are a few things to note. This fight is all about kiting, and you will take a back seat to a captain usually. Their telling mark makes them much more able to kite the boss around, allowing you to damage from behind. This is perfect for Overpower and using a combination of Stagger and your other Overpower skills.

You will probably also be in charge of killing the mushrooms when they spawn. These mushrooms have an AOE slow that they emit, so keeping them down is best for the kiting. The boss will also spawn additional mobs. These will typically target the healer, who will have to kite them around. Don't worry about these though, as they de-spawn after a short while. Focus on killing the mushrooms and bringing the boss down, and it's a very straightforward fight.

Dark Delving

Radiance Piece: +10 Radiance Non-Set Helm.

To Activate Hard Mode: Do not get into the light during the last fight.

This instance is actually quite creepy, and fits the delving area well. Make sure to always fight in the light when possible. When you are in the darkness you can acquire that increases damage to you while decreasing your damage output. It's also important to avoid the tentacles hanging from the ceilings. If hit, these tentacles spawn three worms, and, while good for the deed, increase your instance time significantly.

The bosses in this instance are a lot of fun, and operate on light pillars. The

second boss is much more difficult, but if you can fight him around the pillars, you should be fine. You may need to kite him in the very beginning and let your group take out the adds, but this is very easy to do. Simply bring him back to an available pillar once your group eliminates the adds. Continue this process until he is dead.

The final boss is a basic tank and spank. It's quite easy to put him against the door on the far side of his room, with his back facing the group. Set him up this way, because he has a frontal AOE as well as a frontal knock back. This can get problematic if he knocks you over the edge and kills you. He drops the shoulders and some interesting trinkets, but none that are really considerable for the Guardian, although you may be interested in some of the items depending on your play style and what stats you are trying to boost.

The Grand Stair

Radiance Piece: +10 Radiance Set Boots

To Activate Hard Mode: Do not kill the Devoted.

This is one of the most fun and easy instances of these 6. You'll start out by starting a drama scene between two Orcs. They fight, and you instantly start the first sub-boss fight after the bridge drops. This

fight is important to have a captain in your group, or level 65 fear pots. He will sound out "You will learn the true meaning of fear" and place a fear debuff on you. If not cleansed, he will heal himself exponentially based on the amount of debuffs present. Make sure to clear these and he is an easy fight.

Next, make your way to the right and fight your way until you get to a T. There are two options here. One, you can kill the Orcs to the left and wait for the bridge to drop. This takes ten minutes. Alternatively, you can head right and engage the Warg-Riders as well as other Goblins. This is truly up to you and does not effect the final boss fight.

Once you get to Nardur, you'll fight him and kill him. He will drop a few chests, of which there should be little of value to you as a Guardian. After this fight, make your way up to the main boss. Head back to the first sub-boss and hang a right. You should be going parallel to the instance entrance path. Fight your way up to the top ledge and then gather for the fight.

The easiest way to do this fight is to have everyone run in as a group and have everyone move back behind his chair. The devoted spawns two archers, but you can actually spawn them behind the gate, allowing for them to be "stuck" while the rest of your group engages the boss. It's

best to have the Guardian grab the aggro on the devoted, and un-equip their weapon, and just work off of taunts and shield reactives. This way you don't kill the devoted, but can maintain aggro.

After the boss is dead, you will have 6 chests to loot. In these chests are some of the best items for a Guardian. These include the Insidious Cuff (+0.8 In-Combat Regen, +18 Might, +148 Morale, +37 Agility, +18 Vitality, chance to reflect 21 damage) as well as the Diamond Stud (+37 Fate, +148 Maximum Morale, +18 Agility, +1.2 In-Combat Power Regen, +18 Vitality). Having two of each of these is essential in the long battles, and because this instance is very easy and easily repeatable, you should have no problem getting two of each.

The last two set pieces, shoulders and helm, can be found off of the Watcher. This is the main 12-man raid instance, and requires a minimum of 6 radiance.

Other Armour Sets

There are other armour sets in lotro as well. This includes a new PVP set, Armour of the Swift-Slayer, Shield Bearer's Armour (Copper Coins in 6-man instances), Stoneheart's Armour & Armour of the Iron Arm (Bronze Coins from 6-man instances) as well as the Tier 6 crafted items. A comparison chart is listed below.

Mitigations	--	1392 acid 1392 lightning	1440 shadow	1440 acid
Resistances	--	--	--	--
Other	533 morale clicky ToD cooldown	Various intermits	Various intermits	GP cooldown

MoM Guardian Armor Sets

	Swift-slayer Level 58	Shield-Bearer's Level 58-60	Iron Arm/Stoneheart Level 60	Durin's Guard Level 60
Armor	3445	3705	3818	3793
Vitality	153	99	101	181
Might	153	179	183	182
Agility	134	157	180	201
Will	18	59	99	20
Fate	46	--	--	60
Morale	296	359	380	380
power	214	322	346	328
Radiance	--	--	--	80
B/P/E	--	116 block	--	--
Healing	2%	--	--	3%