

Level	Name						Description
1	Deft Strike	Sp	Sp				Increased DD
2	Defensive Strike	Sh	Sh				Weak attack and Block Buff
3	The Boot	Sp	Sh				DD plus chance to Daze, interrupts inductions
4	Goad	F	F				(DD) + DoT, increases threat in a 6m radius, 3 targets max
6	Persevere	Sh	Sp				DD plus HoT
8	Offensive Strike	Sp	F				2 DD attacks plus threat inc.
9	Impressive Flourish	Sh	F				Dot plus HoT
12	Precise Blow	F	Sp				Damage + threat over time (ToT), single target.
13	War-Cry	F	Sh				DoT + slight ToT + small HoT, 10M radius, 10 targets max
16	Power Attack	Sp	Sh	F			Mod. DD + mod. DoT
17	Safeguard	Sh	Sp	Sh			DD plus moderate HoT
18	Shield Up	Sh	Sp	F			Block + Evade + Ranged Block buff
19	Brink of Victory	F	Sh	F			DD/DoT + slight inc. threat
20	Combination Strike	Sp	F	Sp			DD x2 + slight inc threat
21	Fierce Resolve	F	Sp	Sh			Cry, every target within 6m (8 targets max) is drained of morale, given to Warden
22	Onslaught	Sp	Sh	Sp			DD x3, interrupts inductions
23	Maddening Strike	Sh	F	Sh			DD, transfers slight amount of threat from each member of fellowship to the warden
25	Piercing Cry	F	Sp	F			DD x2 + mod. Threat inc.
30	Mighty Blow	Sp	Sh	F	Sp		DD + DoT
31	Boar's Rush	Sp	F	Sp	F		DD, chance of scoring crit and stun
32	Wall of Steel	Sp	Sh	Sp	Sh		DD x3 + parry buff, interrupts inductions
36	Shield Mastery	Sh	Sp	F	Sh		Block + Evade + Ranged Block Buff
37	Celebration of Skill	Sh	Sp	Sh	Sp		DD + HoT
38	Surety of Death	F	Sh	F	Sh		DD + DoT + Mod. Inc threat
41	Dance of War	Sh	F	Sh	F		Evade buff + transfers mod amt of threat from each member of fellowship to warden
42	Resolution	F	Sp	Sh	F		Up to 10 targets in 6m radius drained of morale, given to warden
43	Spear of Virtue	F	Sp	F	Sp		DD x2 + inc threat
46	Restoration	Sh	Sp	Sh	Sp	Sh	DD + HoT
48	Exultation of Battle	F	Sp	Sh	F	Sh	Up to 10 targets in 6m radius drained of morale, given to warden
50	The Dark Before the Dawn	Sp	Sh	Sp	F	Sh	DD x2 + restore power
52	Reversal	Sp	F	Sh			DD + removes 1 Corruption
54	Adroit Maneuver	Sp	F	Sh	Sp		DD + attack speed buff
56	Desolation	F	Sh	F	Sh	F	Up to 3 targets in 6m radius, DoT plus chance to apply Fear effect
58	Conviction	Sh	F	Sh	F	Sh	DD + transfers mod amt of threat from each fellowship member to warden + heals fellowship over time
60	Warden's Triumph	Sp	F	Sh	Sp	F	DD + 10% Melee damage buff
64	Unerring Strike	Sp	Sh	F	Sp	Sh	DoT stacks with Mighty Blow and Power Attack

Muster In Ost Guruth - level 26, Muster In Esteldin - level 32, Muster In Evendim - level 40,

Muster In Rivendell - level 44, *Muster In Twenty First Hall level 56, +Muster in Mirk-eaves level 62

*Requires: Acquaintance standing with Iron Garrison Miners

+Requires: Acquaintance standing with Malledhrim