Warden Gambits

- main-hand damage
- + additional amount
- fraction of main-hand damage
- common/light damage
- interrupt induction
- chance to daze
- instant heal
- recover power
- heal over time
- damage over time
- chance to evade
- chance to block
- increased crit
- increased chance-to-hit
- increase subsequent damage
- generate threat
- transfer threat
- debuff
- applies to fellowship
- applies to multiple mobs
- reflect (e.g., damage)