



Entrance is located at 55k, 9k in Delling Crater

Legend:

- L Lesser Ice Skeleton
- S Icebound Skeleton
- H Hrimithursa (various)
- D Dominator Triplet
- Ha Iceweaver Hatchling
- I Iceweaver
- A Ancient Iceweaver
- R Royal Iceweaver
- NAMED Named MOB
- T Jailer teleport point

Rooms and Monster Lists:

- Dragonspine Room:** H Berg, H Icespine, H Iceweaver, H Dominator
- Council Chamber:** H Icetouch, H Icespine, H Seer, H Bladehand, H Rook
- Hrimithursa Chamber:** H Bladehand, H Icespine, H Icetouch, H Harrower, H Rook, H Dominator, H Seer, H Depredator
- Jail Room:** H
- Lord's Room:** H Throne Guard, H Icetouch, H Bladehand
- Royal Chamber:** H Throne Guard
- Shard Room:** S
- Griffon Aviary:** Griffons S

Named Monsters: VAGN NOKKVI, HURD OZUR, OTRYGG, AGMUNDR, KVASIR, STEINVOR SKUF, SUTTONG OF HJALMAR, HAKR, JAILER VIFIL, KING TUSCAR, QUEEN KULA, BIRGHIR GUTHLAC, FORNFRUSONEN, FORNFRUSONEN SHARD (2), HURIKA TORST ISSORDEN

Prepared by Carne DelMuerto Midgard – Gawaine

CREATURES FOUND IN TUSCARAN GLACIER

Name	Level Range	Type	Name	Level Range	Type
Ancient Iceweaver	75 - 77	Monster	Hrimithursa Icetouch	73 - 75	Monster
Council Hord	77 - 77	Monster	Hrimithursa Rook	72 - 76	Monster
Council Nokkvi	78 - 78	Monster	Hrimithursa Sculptor	65 - 67	Monster
Council Otrygg	77 - 77	Monster	Hrimithursa Seer	73 - 75	Monster
Council Ozur	77 - 77	Monster	Hrimithursa Serac	64 - 66	Monster
Council Vagn	78 - 78	Monster	Hrimithursa Throne Guard	77 - 79	Monster
Dark Bubble	50 - 50	Monster	Hrimithursa Tormentor	77 - 79	Monster
Elder Council Birghir	80 - 80	Monster	Hurika	85 - 85	Monster
Elder Council Guthlac	80 - 80	Monster	Ice Sentinel	60 - 60	Monster
Elder Icelord Hjalmar	81 - 81	Monster	Icebound Skeleton	73 - 75	Undead
Elder Icelord Suttung	81 - 81	Monster	Icelord Agmundr	80 - 80	Monster
Fornfrusenen	82 - 82	Monster	Icelord Hakr	80 - 80	Monster
Fornfrusenen Shard	75 - 75	Monster	Icelord Kvasir	80 - 80	Monster
Frostbound Skeleton	70 - 70	Undead	Icelord Skuf	80 - 80	Monster
Griffon Chick	36 - 40	Animal	Icelord Steinvor	80 - 80	Monster
Griffon Icewing	75 - 79	Animal	Iceweaver	68 - 70	Monster
Hakr's Barrier	50 - 50	Monster	Iceweaver Hatchling	35 - 41	Monster
Hrimithursa Berg	68 - 70	Monster	Iceweaver Trainer	60 - 88	Monster
Hrimithursa Bladehand	72 - 76	Monster	Issorden	78 - 78	Monster
Hrimithursa Depredator	75 - 77	Monster	Jailor Vifil	82 - 82	Monster
Hrimithursa Dominator	72 - 80	Monster	King Tuscar	85 - 85	Monster
Hrimithursa Grinder	63 - 65	Monster	Queen Kula	85 - 85	Monster
Hrimithursa Harrower	74 - 78	Monster	Royal Iceweaver	78 - 78	Monster
Hrimithursa Iceweaver	67 - 69	Monster	Torst	85 - 85	Monster
Hrimithursa Icespine	68 - 72	Monster			
Hrimithursa Icesplitter	59 - 63	Monster			

Special thanks to Dabokel (Bors), Dirnok (Percival), and Nott (Excalibur-Europe) for thier contributions to this guide. Hunting tips taken from Dabokel's Glacier Hunting Guide // Tips and Tricks // Cheat Sheet at http://vnboards.ign.com/Realm_of_Midgard/b22182/46131774/p1

Please email any map corrections or additions to carne_delmuerto@yahoo.com

TUSCARAN GLACIER HUNTING TIPS

GENERAL TIPS

- Pulling is *much* more a player skill than a character skill. [A solo puller is a must](#), but shaman aren't the only good class for it. Runemasters, healers, and skalds can also work well. RM and healers are good for the longest range pulls (nearsight/amnesia) and speed; skalds have fast self speed; shaman have permasprint (if so specced, at least) and can frigg themselves (again, if so specced). One note for healers/shaman: do **NOT** heal yourself while the raid is fighting a monster, or the next pull will baf. Frigg's is fine, but **NO** heals.
- The puller should be pulling with something that does NO damage. For shaman, disease is good for most situations, as is their level 1 spec cave bolt (if they aren't specced cave so they can use the level 1 one, at least) -- the bolt has more range and will almost never hit, and hit for 0 damage when it does hit. The puller just has to pull without doing any damage to remain free of baffing. No one should be healing the puller as well.
- All Dominator mobs throughout come with 2 adds no matter how you pull them. Instruct everyone to hit only the dominator, let the shaman kite the 2 adds.
- There are two different respawn clocks. One for the griffon/undead area and one for giants area. Both work such that if you pass a certain point in the dungeon or slay one of the primary named bosses the associated respawn clock starts ticking for that area. Each area has only one respawn timer that is always set for at least eight hours when it is started. Each of the griffon/undead and giant area respawn timers range from eight to ten hours in length. A broadcast warning is given prior to the possible repop of an area not long before the event. The monsters near the entrance to the dungeon are on normal spawn cycles. Every monster after you pass the first tunnels with undead in them are on the special respawn timers.

ISSORDEN

Best way to enter the tunnel is to have everyone jump off the bridge to the left after entering the big room. It's a 99% jump, so make sure everyone is at full health before jumping. Against the wall near where you land from the jump is one of the safest spots in that room to base from for clearing it out. At the bottom where you can see Isso, have the puller run out towards him. When he is about 1/2 the way to Isso the skeletons in the room will all aggro; have him run back towards the group. He will hit a "wall" in which the skeletons become frozen. If he takes a step towards Isso, the skeletons will come. If he takes a step back, they will stop. Use this "wall" to pull skeletons towards the group. Once some are close, have the shaman freeze them. Have you group head out and all get on 1 skeleton. You have to be between Isso and the mob to hit it. If you try to hit it or cast on it from the shaman's side of the "wall", it will dodge your shots. Rinse and repeat using this tactic to clear all adds in Isso's room. Once that is done, take a 60 second break and then go smoke Isso. He is not much harder then the skeletons, but he does AOE root so make sure everyone gets up to him right away.

FORNFRUSONEN

To get to Forn, head into the tunnel on the far side of the room (just the shaman puller). Clear the 10-15 skeletons on the way down to Forn's room. Once all the Icebounds are clear, have the shaman run towards Forn until the Forn's Shards aggro him. Then have the shaman run to the back of that room and sit out on the wall. Have the rest of the force come down and hug the right wall headed into Forn's room. At this point, Forn's shards are frozen and won't attack unless someone attacks them. AOE is bad at this point. Make sure everyone targets Forn in the back and not one of the shards and charge. Forn hits very very hard: 2 shotting most buffed people, 3 shotting most warriors. Make sure people /y when they get aggro and have all healers/shaman work on keeping him alive. You'll minimize your deaths. Don't bother with the shards; they don't drop any loot. However, with unruly/large raids it can be easier to pull the shards away from Forn first, kill them, then kill Fornfrusenen. Killing the shards usually drops Forn *very* close to death, so this isn't actually a huge difference in overall difficulty, and it's easier to prevent people from accidentally hitting Forn and aggroing him when the shards are away than vice versa.

TORST & HURIKA

These are the griffons above Isso's room. Best tactic for these birds is to completely ignore them. They are simply not worth the time or effort to take them down. If you have 60 people, and absolutely have to kill one, get ready for at least a 45 minute fight. To pull one of these, group your shaman puller. Have him climb the wall to the left of the entrance to Forn's room. Have him veer right as he is climbing to get to the highest griffon perch. Once there, target either Torst or Hurika and cast a bolt when they are close enough. Jump. Make sure you clear the lip of the ledge because if you take damage before you splat on bottom you'll die. If you manage to splat on bottom with full life, you'll be down to 1 hp. Have a healer cast a heal on you. The fight is now on. The named griffon will kill everyone in the shaman's group so you'll be able to attack him now.

Another method is to have a RM or Healer pull due to the 2300 range on nearsight/amnesia. Make sure to have a runie pass out damage adds to every meleer and encourage people to style as opposed to just afk and /stick. Styling can do several multiples of unstyled damage with stacking skald/runie DAs—it can literally be the difference between a 2 + 2 + 2 hit and a 12 + 10 + 10 hit. It's worth the time and effort to arrange stacking DAs and get end passed out evenly before either griffon fight. Both griffons take a while, but have really sub-par damage output compared to the other bosses. They can take 40 minutes, or 5 if you follow the above tips to totally maximize damage output on them.

OZUR

This council is straight up melee. Nothing fancy going on here. Pull him first. Do make sure you have pulled all the non-named near Hord and Ozur or you will get adds. Ozur has two modes, zerked and non-zerked. When he's zerked, he does more damage and takes more. When he's non-zerked, he has huge AF. Just a basic melee grind here, though.

HORD

Another straight up melee, but Hord can randomly heal himself. (He no longer fully heals himself.)

OTRYGG

Pull him at the max possible range. He spawns his pets when you pull him, and so long as no one is within their aggro range, they'll sit at his spawn spot for the whole fight. Pull him back to where Hord/Ozur are before fighting him to make sure no one aggroes the pets. As long as the pets don't get involved, this is a very easy fight.

VAGN & NOKKVI

These are the first duo Councils. After you have cleared all the adds in their room, have everyone target Vagn. Have the shaman recast End 5, bolt Nokkvi and run for the spine. Nokkvi will chase him. Have everyone concentrate on Vagn. About the time the shaman gets to the spine, Nokkvi has given up and you should be done with Vagn. Nokkvi likes walking back through the wall to get home and takes his time so there is about 5 to 6 minutes after he gives up chasing until he returns to his room. Just wait. Once he's back, he's not any tougher then Vagn. Otherwise, you can have an ungrouped warrior engage Nokkvi while Vagn is being fought.

AGMUNDR

This Icelord appears to be in your way once you reach the Hrimthursa Chamber. He isn't. Before the Icelord, there is a ramp to the right with access to the floor. Clear the entire floor. Any seer on the floor comes when you aggro Agmundr, so double-check that you've cleared them all. Also, try to pull the 2 seers on the platform above you. There are 4 total, 2 on each platform. The more you can pull to the floor, the fewer he will be able to call to help him. When floor is clear, head up the ramp on the far side of the room. You are now behind Agmundr. Pull him when you're ready. He will call any seer that you missed. Kill the seers first and then drop the Icelord.

Another way to fight him is to clear the way up until the bridge before him and then move the raid force back to the T-junction immediately before the council and have your puller pull him to the T-junction. If you do this, his seers will get confused and wander around the tunnel never quite making it to you at the T-junction.

KVASIR

He looks like he's sitting with 3 adds but it's only 2. Have your shaman pull the right most add; he comes seperate. Once you're down to the Icelord and 2 giants near him, have the shaman pull and kite the Icelord. Kill the 2 adds first then have the shaman run back to you with the Icelord. This guy is very annoying. He casts a PBAOE MEZ that is long. He also is a spammer. Have everyone turn off /b prior to the fight to save your sanity and so you can read commands. DO NOT CAST ANY COLD OR HAVE COLD PROCS AT THIS POINT. He heals from them. Nice thing is, he says "aahhhh Thank you [insert name here] for healing me," so you know who to yell at.

JAILER VIFIL

After Icelord Kvasir you want to go to the South of the big room and head to the Jailer. The strategy for the Jailer is to do all out damage to him. He is a really long fight and he teleports people unless you can keep him backed into the corner of the room.

HAKR

After Jailer Vifil is dead head back to the big room and head into the hallway where Icelord Kvasir was standing. Keep pulling until you reach a T. There are two sides, the direction with the throne room in sight or an adjacent hallway. You will want to pull from the hallway up until you reach a mob named Icelord Hakr. Before you pull Hakr, make sure you pull his Royal Iceweavers. They will both come, and 2 more will also aggro from near the throne room. If the raid party pulls the Royal Iceweavers off the shaman, he can kite the 2 Iceweaver adds to the big room again. It's not very difficult. After the Royal Iceweavers are dead, everyone should just /stick the mob, attack, press sprint, and go afk for 10 minutes because he just keeps teleporting you backwards, but close enough so that you can stick him to kill him fast and efficient.

Alternately, it is very possible to get this guy to drop his barrier and come out for a normal fight. The trick is to pull and kill the iceweavers from the throne guard area first (they are in the alcove due south of the Steinvor/Skuf room). Pull the mobs around them and kill those two iceweavers first. Then pull the two iceweavers behind Hakr and he should come out from his barrier when the last of the four total iceweavers are dead. **NOTE:** make sure Hakr is aggroed on someone before the last snake dies. He sometimes doesn't come out from his barrier if he isn't aggroed when the last snake dies, so send in a warrior to poke him and get nuked while fighting the last snake.

STEINVOR & SKUF

Steinvor and Skuf are a duo Icelord package. It is nearly impossible to solo pull them anymore. The best option is to pull the two icetouches at the entrance solo, and then rush the room killing the bladehands first. The seers no longer poof at the intersection, so you have to do something to take care of them. There are three real options:

- Have a shaman (or two) waiting at the intersection to aggro them and kite them when they get there but lead them away from the raid.
- Have two warriors waiting at the intersection to engage them while the raid kills Steinvor/Skuf.
- Have a very solid group waiting at the intersection to aggro and fight them at the intersection when they come.

In any choice, killing the seers is pointless until Steinvor is dead—all of the above are just to keep them occupied while the raid kills the bosses.

SUTTONG & HJALMAR

Suttong doesn't do anything aside from lower end PBAE (200-300 damage). He semi-zerks (hits for 300-400, then starts hitting for 600-700, back down to 300-400 again) and should be killable with 3-5 groups. It's of note that his message about a levitating icicle hitting someone does absolutely nothing.

Hjalmar will summon yellow/orange Morkimma throughout the whole fight, just make sure to have a few tanks (or one group) ready to kill them as they spawn and keep the bulk of the raid force on Hjalmar.

BIRGHIR & GUTHLAC

Single pulling these guys is almost impossible. The trick to fighting these guys is to have the puller pull them both through the raid and then have the raid only hit one of them while the puller continues to kite the second. The kited elder will eventually disappear and reappear back at his spawn point deaggroed, then you can just pull him solo after the first one is dead. They do straight melee as well as minor added spells, like DDs or bolts on seemingly random people.

KING TUSCAR & QUEEN KULA

You're going to need a *lot* of people (don't bother with less than 75) to do this and a lot of time. Keep healers/shaman out of the room, all meleers inside. The trick is to keep people out of the center of the room (as it chain-casts mez and root). Start with the queen. Make sure everyone does NOT /stick her and is actually playing (as opposed to just afk meleeing). Everyone should have stacking damage adds (see Hurika/Torst above) and end regen and styling constantly. Make sure everyone has all possible pets up for this fight -- they count as added attackers (which are needed to lower their monstrous AF) and both king and queen have a tendency to aggro pets over players, making them nice fodder.

TUSCARAN GLACIER LOOT LIST

Queen's Necklaces

The charges are unlimited and you need a full TG-suit to equip these.

Dire Medallion 21 str, 10% body/slash/spirit Charge: Endurance regen. value 3	Pendant of Evasion 21 qui, 10% thrust/heat/energy Charge: 30 dex/qui	Primordial Pendant 21 cha, 10% crush/cold/body Charge: 30 str/con	Ice Bone Choker 21 con, 10% crush/slash/thrust Charge: 150 ablativ	Ice Tooth Necklace 21 pie, 10% cold/matter/crush Charge: Power regen. value 3	Fervents Defender's Choker 21 dex, 10% spirit/matter/crush Charge: Health regen. value 6
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TUSCARAN GLACIER LOOT LIST

Bonedancer - Complete

Brittlebone Boots *1.64 Updated*

51 af, 100% quality, 35% bonus
+15 Piety, +9% thrust, +9% energy, +9% spirit
95 pt direct damage reactive proc

Brittlebone Crown *1.64 Updated*

51 af, 100% quality, 35% bonus
+15 Con, +9% slash, +7%, cold, +9% body
95 pt direct damage reactive proc

Brittlebone Gloves

51 af, 100% quality, 35% bonus
+3 Bone Army, +9% crush, +7% heat, +9% matter
95 pt direct damage reactive proc

Brittlebone Pants *1.64 Updated*

51 af, 100% quality, 35% bonus
+3 Magic Skills, +22 Con, +22 Pie, +60 HP
150 pt ablative melee buffer reactive proc

Brittlebone Sleeves *1.64 Updated*

51 af, 100% quality, 35% bonus
+3 Magic Skills, +22 Con, +22 Pie, +60 HP
150 pt ablative melee buffer reactive proc

Brittlebone Vest

51 af, 100% quality, 35% bonus
+3 Bone Army, +22 Dex, +22 Pie, +60 HP
180 pt self heal reactive proc

Berserker - Complete

Tuscarian Clan Boots

102af, 100% quality, 35% bonus
+3 Left Axe, +8% crush, +8% slash, +9% thrust
95 pt direct damage reactive proc

Tuscarian Clan Crown

102af, 100% quality, 35% bonus
+22 Str, +22 Con, +15 Dex, +60HP
95 pt direct damage reactive proc

Tuscarian Clan Gloves

102af, 100% quality, 35% bonus
+3 Axe, +27 Con, +21 Dex, +40HP
95 pt direct damage reactive proc

Tuscarian Clan Sleeves

102af, 100% quality, 35% bonus
+3 Sword, +18 Dex, +9% spirit, +7% body
95 pt direct damage reactive proc

Tuscarian Clan Leggings *1.64 Updated*

102af, 100% quality, 35% bonus
+3 Melee Skills, +15 Con, +9% energy, +8% matter
95 pt direct damage reactive proc

Tuscarian Clan Vest

102af, 100% quality, 35% bonus
+4 axe, +8% cold, +8% heat, +48HP
180 pt self heal reactive proc

Healer - Complete

Tuscarian Monitor Boots

102af, 100% quality, 35% bonus
+3 Mending, +24 Dex, +9% matter, +48 HP
95 pt direct damage reactive proc

Tuscarian Monitor Crown

102af, 100% quality, 35% bonus
+3 Mending, +24 Pie, +9% spirit, +48 HP
95 pt direct damage reactive proc

Tuscarian Monitor Gloves

102af, 100% quality, 35% bonus
+3 Augmentation, +24 Con, +9% body, +48 HP
95 pt direct damage reactive proc

Tuscarian Monitor Sleeves

102af, 100% quality, 35% bonus
+3 Augmentation, +18 Con, +9% thrust, 9% energy
95 pt direct damage reactive proc

Tuscarian Monitor Leggings

102af, 100% quality, 35% bonus
+3 Mending, +21 Dex, +9% slash, 8% cold
95 pt direct damage reactive proc

Tuscarian Monitor Vest

102af, 100% quality, 35% bonus
+3 Augmentation, +18 Pie, +9% crush, 9% heat
180 pt self heal reactive proc

Hunter - Complete

Wintery Seeker's Boots *1.64 Updated*

102af, 100% quality, 35% bonus
+3 Melee Skills, +9% crush, 7% heat, +64 HP
95 pt direct damage reactive proc

Wintery Seeker's Crown

102af, 100% quality, 35% bonus
+8% thrust, +8% energy, +8% body, +8% spirit
95 pt direct damage reactive proc

Wintery Seeker's Gloves

102af, 100% quality, 35% bonus
+3 Stealth, +7% slash, 9% cold, 9% matter
95 pt direct damage reactive proc

Wintery Seeker's Sleeves

102af, 100% quality, 35% bonus
+3 Composite Bow, +22 Dex, +22 Qui, +60 HP
95 pt direct damage reactive proc

Wintery Seeker's Leggings

102af, 100% quality, 35% bonus
+3 Sword, +22 Con, +22 Str, +60 HP
95 pt direct damage reactive proc

Wintery Seeker's Vest

102af, 100% quality, 35% bonus
+3 Stealth, +3 Composite Bow, +21 Str, +27 Dex
180 pt self heal reactive proc

Runemaster - Complete

Runed Tuscarian Boots *1.64 Updated*

51af, 100% quality, 35% bonus
+15 Dex, +9% thrust, +9% energy, +7% spirit
95 pt direct damage reactive proc

Runed Tuscarian Crown *1.64 Updated*

51af, 100% quality, 35% bonus
+15 Con, +9% slash, +9% cold, +7% body
95 pt direct damage reactive proc

Runed Tuscarian Gloves *1.64 Updated*

51af, 100% quality, 35% bonus
+15 Piety, +9% heat, +9% matter, +7% crush
95 pt direct damage reactive proc

Runed Tuscarian Sleeves *1.64 Updated*

51af, 100% quality, 35% bonus
+3 Magic Skills, +22 Con, +22 Pie, +60HP
95 pt direct damage reactive proc

Runed Tuscarian Pants *1.64 Updated*

51af, 100% quality, 35% bonus
+3 Magic Skills, +22 Con, +22 Dex, +60HP
95 pt direct damage reactive proc

Runed Tuscarian Vest *1.64 Updated*

51af, 100% quality, 35% bonus
+3 Hand To Hand, +22 Con, +22 Dex, +60 HP
95 pt direct damage reactive proc

Savage - Complete

Dragon Shadow Boots

102af, 100% quality, 35% bonus
+3 Hammer, +22 Str, +22 Dex, +60 HP
95 pt direct damage reactive proc

Dragon Shadow Crown

102af, 100% quality, 35% bonus
+3 Hand To Hand, +22 Con, +22 Dex, +60 HP
95 pt direct damage reactive proc

Dragon Shadow Gloves

102af, 100% quality, 35% bonus
+3 Axe, +22 Str, +22 Dex, +60 HP
95 pt direct damage reactive proc

Dragon Shadow Sleeves

102af, 100% quality, 35% bonus
+3 Sword, +9% thrust, +9% energy, +7% spirit
95 pt direct damage reactive proc

Dragon Shadow Leggings

102af, 100% quality, 35% bonus
+3 Parry, 9% slash, 9% cold, 7% body
95 pt direct damage reactive proc

Dragon Shadow Vest

102af, 100% quality, 35% bonus
+3 Hand To Hand, +9% crush, +9% heat, +7% matter
180 pt self heal reactive proc

Shadowblade - Complete

Ice-Shadow Boots

102af, 100% quality, 35% bonus
+3 Envenom, +7% thrust, +9% energy, +9% spirit
95 pt direct damage reactive proc

Ice-Shadow Crown

102af, 100% quality, 35% bonus
+3 Stealth, +22 Con, +22 Dex, +60HP
95 pt direct damage reactive proc

Ice-Shadow Gloves

102af, 100% quality, 35% bonus
+3 Stealth, +7% matter, +9% crush, +9% heat
95 pt direct damage reactive proc

Ice-Shadow Sleeves

102af, 100% quality, 35% bonus
+3 Critical Strike, +7% body, +9% slash, +9% cold
95 pt direct damage reactive proc

Ice-Shadow Leggings

102af, 100% quality, 35% bonus
+3 Stealth, +7% matter, +9% crush, +9% heat
95 pt direct damage reactive proc

Ice-Shadow Jerkin *1.64 Updated*

102af, 100% quality, 35% bonus
+3 Melee Skills, +3 Envenom, Str 21, Con 27
180 pt self heal reactive proc

Shaman - Complete

Tuscarian Oracle Boots

102af, 100% quality, 35% bonus
+3 Augmentation, +24 Pie, +9% crush, +48 HP
95 pt direct damage reactive proc

Tuscarian Oracle Crown

102af, 100% quality, 35% bonus
+3 Mending, +24 Con, +9% thrust, +48 HP
95 pt direct damage reactive proc

Tuscarian Oracle Gloves

102af, 100% quality, 35% bonus
+3 Cave Magic, +24 Dex, +9 slash, +48 HP
95 pt direct damage reactive proc

Tuscarian Oracle Sleeves

102af, 100% quality, 35% bonus
+3 Mending, +18 Con, +9% cold, +9% heat
95 pt direct damage reactive proc

Tuscarian Oracle Leggings

102af, 100% quality, 35% bonus
+3 Cave, +18 Dex, +9% energy, 9% matter
95 pt direct damage reactive proc

Tuscarian Oracle Hauberk

102af, 100% quality, 35% bonus
+3 Augmentation, +18 Pie, +9% body, 9% spirit
180 pt self heal reactive proc

Skald - Complete

Tuscarian Discordant Boots

102af, 100% quality, 35% bonus
+18 Dex, +9% slash, +9% body, +40 HP
95 pt direct damage reactive proc

Tuscarian Discordant Crown

102af, 100% quality, 35% bonus
+18 Qui, +9% heat, +9% energy, +40 HP
95 pt direct damage reactive proc

Tuscarian Discordant Gloves

102af, 100% quality, 35% bonus
+18 Con, +9% thrust, +9% spirit, +40 HP
95 pt direct damage reactive proc

Tuscarian Discordant Sleeves

102af, 100% quality, 35% bonus
+3 Axe, +19 Cha, +9% crush, +9% matter
95 pt direct damage reactive proc

Tuscarian Discordant Leggings

102af, 100% quality, 35% bonus
+3 Battlesongs, +3 Hammer, +21 Con, +10% cold
95 pt direct damage reactive proc

Tuscarian Discordant Hauberk

102af, 100% quality, 35% bonus
+3 Sword, +4 Parry, +22 Str, +22 Cha
180 pt self heal reactive proc

Spiritmaster - Complete

Soul Scarred Boots *1.64 Updated*

51af, 100% quality, 35% bonus
+15 Pie, +9% matter, +9% body, +9% spirit
95 pt direct damage reactive proc

Soul Scarred Crown *1.64 Updated*

51af, 100% quality, 35% bonus
+15 Dex, +9% cold, +9% heat, +9% energy
95 pt direct damage reactive proc

Soul Scarred Gloves *1.64 Updated*

51af, 100% quality, 35% bonus
+15 Dex, +9% crush, +9% slash, +7% thrust
95 pt direct damage reactive proc

Soul Scarred Sleeves *1.64 Updated*

51af, 100% quality, 35% bonus
+3 Magic Skills, +22 Con, +22 Pie, +60HP
150 pt ablative melee buffer reactive proc

Soul Scarred Leggings *1.64 Updated*

51af, 100% quality, 35% bonus
+3 Magic Skills, +22 Con, +22 Dex, +60HP
150 pt direct damage reactive proc

Soul Scarred Vest *1.64 Updated*

51af, 100% quality, 35% bonus
+3 Magic Skills, +22 Con, +22 Pie, +60HP
180 pt self heal reactive proc

Thane - Complete

Foe Hammer Boots

102af, 100% quality, 35% bonus
+3 Hammer, +9% slash, +9% cold, +7% body
95 pt direct damage reactive proc

Foe Hammer Crown

102af, 100% quality, 35% bonus
+3 Axe, +9% thrust, +9% energy, +7% spirit
95 pt direct damage reactive proc

Foe Hammer Gloves

102af, 100% quality, 35% bonus
+3 Hammer, +9% slash, +9% cold, +7% body
95 pt direct damage reactive proc

Foe Hammer Sleeves

102af, 100% quality, 35% bonus
+3 Magic Skills, +22 Dex, +22 Pie, +60 HP
95 pt direct damage reactive proc

Foe Hammer Leggings

102af, 100% quality, 35% bonus
+3 Parry, +24 Dex, +24 Qui, +48 HP
95 pt direct damage reactive proc

Foe Hammer Vest

102af, 100% quality, 35% bonus
+3 Stormcalling, +22 Str, +22 Con, +60 HP
180 pt self heal reactive proc

Warrior - Complete

Tuscarian Bloodforge Boots *1.64 Updated*

102af, 100% quality, 35% bonus
+15 Str, +9% crush, +9% heat, +7% matter
95 pt direct damage reactive proc

Tuscarian Bloodforge Crown *1.64 Updated*

102af, 100% quality, 35% bonus
+15 Con, +9% thrust, +9% energy, +7% spirit
95 pt direct damage reactive proc

Tuscarian Bloodforge Gloves

102af, 100% quality, 35% bonus
+3 Axe, +28 Con, +18 Qui
95 pt direct damage reactive proc

Tuscarian Bloodforge Sleeves *1.64 Updated*

102af, 100% quality, 35% bonus
+3 Melee Skills, +3 Parry, +28 Con, +18 Qui
150 pt ablative melee buffer reactive proc

Tuscarian Bloodforge Leggings *1.64 Updated*

102af, 100% quality, 35% bonus
+3 Melee Skills, +3 Parry, +30 Dex, +40 HP
150 pt ablative melee buffer reactive proc

Tuscarian Bloodforge Hauberk

102af, 100% quality, 35% bonus
+3 Critical Strike, +3 Parry, +27 Str, +56HP
180 pt self heal reactive proc

Other Armor

Suttong's Spiteful Vest

(Spirtmaster, Runemaster, Bonedancer)

51af, 100% quality, 35% bonus
+9% cold, +9% body, +9% spirit, +9 Power
64 pt damage over time reactive proc

Suttong's Vest of Clarity

(Spirtmaster, Runemaster, Bonedancer)

51af, 100% quality, 35% bonus
+24 Dex, +24 Pie, +64 HP, +9 Power
10 charges of power regen 3

Jailer's Gloves *(Shadowblade)*

102af, 100% quality, 35% bonus
+6 Critical Strike, +6% matter, +6% body, +6% spirit
5 dps damage shield reactive proc

Spiked Jailer's Gloves *(Berserker, Savage, Hunter)*

102af, 100% quality, 35% bonus
+40 Qui, +7% crush, +8% energy, +8% body
5 dps damage shield reactive proc

Ancient Spined Skin *(Berserker)*

102af, 100% quality, 35% bonus
+24 Str, +24 Dex, +24 Qui, +64 HP
75 pt AF buff reactive proc

Hakr's Hauberk *(Warrior, Thane, Skald)*

102af, 100% quality, 35% bonus
+24 Str, +24 Con, +24 Dex, +24 Qui
11 dps damage add reactive proc

Kvasir's Hauberk *(Healer, Shaman)*

102af, 100% quality, 35% bonus
+24 Pie, +9% matter, +9% body, +9% spirit
95 pt direct damage reactive proc

Skuf's Hauberk *(Skald)*

102af, 100% quality, 35% bonus
+24 Con, +24 Cha, +9% crush, +9% body
65 pt lifetap reactive proc

Barbed Ice Queen Crown *(Warrior, Skald, Thane)*

102af, 100% quality, 35% bonus
+24 Str, +24 Dex, +9% crush, +64 HP
95 pt direct damage proc (cold)

Crystalline Ice Queen Crown *(Berserker, Savage)*

102af, 100% quality, 35% bonus
+24 Str, +24 Dex, +9% thrust, +64 HP
95 pt direct damage proc (cold)

Birghirian Hauberk *(Shadowblade)*

102af, 100% quality, 35% bonus
+5 Envenom, +4 Critical Strike, +22 Con, +6% crush
5 dps damage shield proc

1-handed Hammers

Agmundr'd Foe Hammer

16.5dps, 4.6spd, 100% quality, 35% bonus
+6 Hammer, +3 Stormcalling, +15 Str, +6% energy
71 pt AoE direct damage proc (heat)

Dragon Shadow Hammer

16.5dps, 3.9spd, 100% quality, 35% bonus
+4 Hammer, +4 Shield, +4 Parry, +40 HP
65 pt lifetap proc (cold)

Frozen Blackhearted Hammer

16.5dps, 3.6spd, 100% quality, 35% bonus
+21 Pie, +8% crush, +8% slash, +8 Power
56 pt Dex/Qui debuff proc

Nokkvi's Mauler

16.5dps, 4.0spd, 100% quality, 35% bonus
+6 Hammer, +27 Str, +7% slash
5dps damage shield proc

Seething Frostbound Hammer

16.5dps, 3.7spd, 100% quality, 35% bonus
+4 Hammer, +8% crush, +48 HP, +8 Power
5dps damage shield proc

Skuf's Cave Crusher *(Healer, Shaman)*

16.5dps, 3.3spd, 100% quality, 35% bonus
+30 Piety, +8% cold, +8% heat, +7 Power
100 pt ablative melee buffer proc

Tuscar's War Hammer

16.5dps, 3.5spd, 100% quality, 35% bonus
+9% crush, +9% slash, +9% thrust, +9% body
130 pt self heal proc

2-handed Hammers

Black Hearted Great Hammer

16.5dps, 4.9spd, 100% quality, 35% bonus
+5 Hammer, +3 Parry, +6% matter, +6% spirit
75 pt AF buff proc

Dragon Shadow Great Hammer

16.5dps, 5.6spd, 100% quality, 35% bonus
+5 Hammer, +3 Parry, +6% energy, +6% body
65 pt lifetap proc (cold)

Dread Bone Great Hammer

16.5dps, 4.7spd, 100% quality, 35% bonus