

CREATURES FOUND IN TUSCARAN GLACIER

Name	Level Range	Type	Name	Level Range	Type
Ancient Iceweaver	75 - 77	Monster	Hrithursa Ice touch	73 - 75	Monster
Council Hord	77 - 77	Monster	Hrithursa Rook	72 - 76	Monster
Council Nokkvi	78 - 78	Monster	Hrithursa Sculptor	65 - 67	Monster
Council Otrygg	77 - 77	Monster	Hrithursa Seer	73 - 75	Monster
Council Ozur	77 - 77	Monster	Hrithursa Serac	64 - 66	Monster
Council Vagn	78 - 78	Monster	Hrithursa Throne Guard	77 - 79	Monster
Dark Bubble	50 - 50	Monster	Hrithursa 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
Fornfrusenon	82 - 82	Monster	Icelord Hakr	80 - 80	Monster
Fornfrusenon 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
Hrithursa Berg	68 - 70	Monster	Iceweaver Trainer	60 - 88	Monster
Hrithursa Bladehand	72 - 76	Monster	Issorden	78 - 78	Monster
Hrithursa Depredator	75 - 77	Monster	Jailer Vifil	82 - 82	Monster
Hrithursa Dominator	72 - 80	Monster	King Tuscar	85 - 85	Monster
Hrithursa Grinder	63 - 65	Monster	Lesser Frostbound Skeleton	60 - 62	Undead
Hrithursa Harrower	74 - 78	Monster	Queen Kula	85 - 85	Monster
Hrithursa Iceweaver	67 - 69	Monster	Royal Iceweaver	78 - 78	Monster
Hrithursa Icespine	68 - 72	Monster	Torst	85 - 85	Monster
Hrithursa Icesplitter	59 - 63	Monster			

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

TUSCARAN GLACIER HUNTING TIPS

GENERAL TIPS

- Use a solo puller (Shaman with end 5 is preferable).
- 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 & FORNFRUSONEN

Have the solo puller run ahead of the group 10 seconds and go down the slide. He will aggro Isso and about 10 Icebound skeletons. When he gets to the bottome of the slide, have him move in a little and die. DON'T HEAL HIM OR ATTACK ANY SKELETON. Rez him and your up and running again. At the bottom where you can see Isso, have the shaman 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.

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. Once Forn is dead, leave. Don't bother with the shards; they don't drop any loot.

TORST & HURIKA

These are the griffons above Isso's room. Best tactic for these birds is to comepletely 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.

OZUR

This counsil 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.

HORD

This counsil is a punk. There is a ton of speculation as to what makes him heal to full and bottom line, but it's random. Best way to fight him is to throw everyone at him. All RM/SM swing those staffs; healers/shaman only stop swinging to heal. If you're lucky, he won't heal at all. If you're unlucky, he'll heal to full over and over. The moons must have been aligned. Wasn't your night, don't blame anyone.

OTRYGG

Pull all mobs to the T junction. Have the shaman use Disease to pull the Rooks. They won't baf on single target diesase cast, but they can on a bolt pull. Once all adds are clear, Pull the Otrygg to the T. DON'T FIGHT HIM BEFORE HE GETS THERE. He summons a ton of purple pets, but they stay at his spawn if you don't get close. He is as easy as Ozur if you don't aggro those pets.

VAGN & NOKKVI

These are the first duo Counsils. 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.

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.

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.

STEINVOR & SKUF

Steinvor and Skuf are a duo Icelord package. Steinvor summons seer adds to help out Skuf. The seer adds come from the tunnel where you came from, and de-pop once they reach the intersection north of the little alcove. First clear all the surrounding throne guards in the room closest to King and Queen (this just avoids any kind of aggro if Steinvor or Skuff start their mad warping around crap). Make sure you get ALL the raid into the far back cave east of Steinvor/Skuffs room. You can safely pull all the mobs in the room 1 by 1; even Steinvor and Skuff. If your raid stands in the 4-way you will get 4 mobs at once, if your raid is in the cave area you can single pull the 2 named.

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. *(Incomplete info)*

BIRGHIR & GUTHLAC

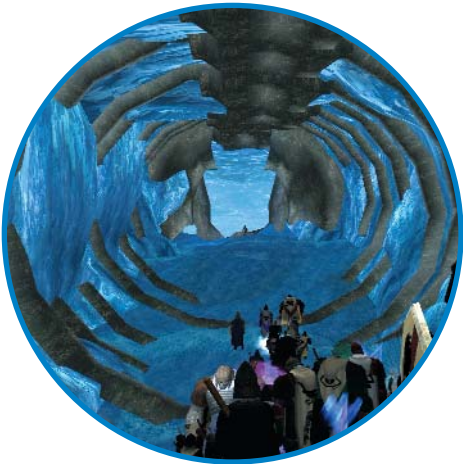
You can't single pull either of the Icelords, so be prepared to suffer heavy casualties there. They do straight melee as well as minor added spells, like DDs or bolts on seemingly random people.

KING TUSCAR & QUEEN KULA

Go to the edge of the King/Queen room and throw a bolt at the King or cast some dots; just do anything and everything to get his attention. As soon as he steps outside the room, both the King and the Queen freeze(they can't leave the room). Have the puller back up to the wall across from the room and have the raid party enter the room following the right wall. Move into the NW corner. (Using the raised border on the path helps to get everyone there.) Have the healers stay out of the room. All pets should be killed. (Pets can aggro the King and Queen) Pull the queen to the NW corner and start meleeing her. The king should not move. No AOE allowed. Healers cure mez on those transported to the middle of the room. Keep the Queen in the NW corner until the King aggros. You should have enough of a lead to finish the queen and back out of the room to regroup to finish the job. PBT works well against the Queen; it does not against the King.

Hunting tips taken from Dabokel's Glacier Hunting Guide // Tips and Tricks // Cheat Sheet at <http://vnboards.ign.com/message.asp?topic=46131774&replies=118>

Thanks to Dabokel and everyone who posted information on this thread.



TUSCARAN GLACIER LOOT LIST

Bonedancer - Complete

Brittlebone Boots
51 af, 100% quality, 35% bonus
+3 Darkness, +9% thrust, +9% energy, +9% spirit
95 pt direct damage reactive proc
Brittlebone Crown
51 af, 100% quality, 35% bonus
+3 Suppression, +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
51 af, 100% quality, 35% bonus
+3 Suppression, +22 Con, +22 Dex, +60 HP
95 pt direct damage reactive proc
Brittlebone Sleeves
51 af, 100% quality, 35% bonus
+3 Darkness, +22 Con, +22 Pie, +60 HP
95 pt direct damage 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
102af, 100% quality, 35% bonus
+3 Hammer, +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 - Incomplete

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
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
102af, 100% quality, 35% bonus
+3 Spear, +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
51af, 100% quality, 35% bonus
+3 Runecarving, +9% thrust, +9% energy, +7% spirit
95 pt direct damage reactive proc
Runed Tuscarian Crown
51af, 100% quality, 35% bonus
+3 Suppression, +9% slash, +9% cold, +7% body
95 pt direct damage reactive proc
Runed Tuscarian Gloves
51af, 100% quality, 35% bonus
+3 Darkness, +9% heat, +9% matter, +7% crush
95 pt direct damage reactive proc
Runed Tuscarian Sleeves
51af, 100% quality, 35% bonus
+3 Runecarving, +22 Con, +22 Pie, +60HP
95 pt direct damage reactive proc
Runed Tuscarian Pants
51af, 100% quality, 35% bonus
+3 Suppression, +22 Con, +22 Dex, +60HP
95 pt direct damage reactive proc
Runed Tuscarian Vest
51af, 100% quality, 35% bonus
+3 Darkness, +22 Dex, +22 Pie, +40HP
180 pt self heal 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 Left Axe, +22 Str, +22 Qui, +60HP
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
102af, 100% quality, 35% bonus
+3 Axe, +3 Sword, 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 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
51af, 100% quality, 35% bonus
+3 Darkness, +9% matter, +9% body, +9% spirit
95 pt direct damage reactive proc
Soul Scarred Crown
51af, 100% quality, 35% bonus
+3 Summoning, +9% cold, +9% heat, +9% energy
95 pt direct damage reactive proc
Soul Scarred Gloves
51af, 100% quality, 35% bonus
+3 Summoning, +9% crush, +9% slash, +7% thrust
95 pt direct damage reactive proc
Soul Scarred Sleeves
51af, 100% quality, 35% bonus
+3 Darkness, +22 Con, +22 Pie, +60HP
95 pt direct damage reactive proc
Soul Scarred Leggings
51af, 100% quality, 35% bonus
+3 Suppression, +22 Con, +22 Dex, +60HP
95 pt direct damage reactive proc
Soul Scarred Vest
51af, 100% quality, 35% bonus
+3 Summoning, +22 Con, +22 Pie, +60HP
180 pt self heal reactive proc

Thane - Complete

Foe Hammer Boots
102af, 100% quality, 35% bonus
+3 Sword, +9% crush, +9% heat, +7% matter
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 Shield, +24 Con, +24 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 Sword, +9% thrust, +22 Str, +22 Con, +60 HP
180 pt self heal reactive proc

Warrior - Complete

Tuscarian Bloodforge Boots
102af, 100% quality, 35% bonus
+15 Str, +9% crush, +9% heat, +7% matter
95 pt direct damage reactive proc
Tuscarian Bloodforge Crown
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
102af, 100% quality, 35% bonus
+3 Axe, +3 Parry, +28 Con, +18 Qui
95 pt direct damage reactive proc
Tuscarian Bloodforge Leggings
102af, 100% quality, 35% bonus
+3 Hammer, +3 Sword, +24 Dex, +40 HP
95 pt direct damage reactive proc
Tuscarian Bloodforge Hauberk
102af, 100% quality, 35% bonus
+3 Shield, +3 Parry, +27 Str, +56HP
180 pt self heal reactive proc

Other Armor

Suttong's Spiteful Vest
<i>(Spirtmaster, Runemaster, Bonedancer)</i>
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
<i>(Spirtmaster, Runemaster, Bonedancer)</i>
51af, 100% quality, 35% bonus
+24 Dex, +24 Pie, +64 HP, +9 Power
10 charges of power regen 3
Jailer's Gloves <i>(Shadowblade)</i>
102af, 100% quality, 35% bonus
+6 Critical Strike, +6% matter, +6% body, +6% spirit
5 dps damage shield reactive proc
Spiked Jailer's Gloves
<i>(Berserker, Savage, Hunter)</i>
102af, 100% quality, 35% bonus
+40 Qui, +7% crush, +8% energy, +8% body
5 dps damage shield reactive proc
Ancient Spined Skin <i>(Berserker)</i>
102af, 100% quality, 35% bonus
+24 Str, +24 Dex, +24 Qui, +64 HP
75 pt AF buff reactive proc
Hakr's Hauberk <i>(Warrior, Thane, Skald)</i>
102af, 100% quality, 35% bonus
+24 Str, +24 Con, +24 Dex, +24 Qui
11 dps damage shield reactive proc
Kvasir's Hauberk <i>(Healer, Shaman)</i>
102af, 100% quality, 35% bonus
+24 Pie, +9% matter, +9% body, +9% spirit
95 pt direct damage reactive proc
Skuf's Hauberk <i>(Skald)</i>
102af, 100% quality, 35% bonus
+24 Con, +24 Cha, +9% crush, +9% body
65 pt lifetap reactive proc

Barbed Ice Queen Crown
<i>(Warrior, Skald, Thane)</i>
102af, 100% quality, 35% bonus
+24 Str, +24 Dex, +9% crush, +64 HP
?
Birghirian Hauberk <i>(Shadowblade)</i>
102af, 100% quality, 35% bonus
+24 Con, +24 Cha, +9% crush, +9% body
65 pt lifetap reactive 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 Str/Con 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 <i>(Healer, Shaman)</i>
16.5dps, 3.3spd, 100% quality, 35% bonus
+30 Plety, +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 Heated 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
+22 Con, +22 Pie, +6% cold, +60 HP
65 pt lifetap proc (cold)
Icy Great Hammer
16.5dps, 5.0spd, 100% quality, 35% bonus
+6 Hammer, +6% slash, +6% cold, +6% heat
65 pt lifetap proc (cold)

1-handed Axes

Ancient Icebound Axe
16.5dps, 3.2spd, 100% quality, 35% bonus
+5 Left Axe, +4 Axe, +3 Parry, +22 Qui
[?] haste proc
Dragon Shadow Axe
16.5dps, 3.6spd, 100% quality, 35% bonus
+4 Axe, +4 Shield, +4 Parry, +15 Qui
64 pt damage over time proc (matter)

Frenzied Blackhearted Axe
16.5dps, 3.2spd, 100% quality, 35% bonus
+4 Critical Strike, +4 Left Axe, 4 Stealth, +15 Str
65 pt lifetap proc (cold)
Frozen Blackhearted Axe
16.5dps, 3.3spd, 100% quality, 35% bonus
+4 Battlesongs, +4 Axe, +4 Parry, +15 Cha
95 pt direct damage proc (?)
Seething Frostbound Axe
16.5dps, 3.5spd, 100% quality, 35% bonus
+4 Stormcalling, +4 Axe, +4 Parry, +15 Str,
52 pt self health regen proc
Steinvor's Frenzied Axe
16.5dps, 4.2spd, 100% quality, 35% bonus
+4 Left Axe, +6 Axe, +15 Qui
[?] haste proc
Steinvor's Sturdy Axe
16.5dps, 3.2spd, 100% quality, 35% bonus
+6 Axe, +5 Shield, +15 Str
1 value end regen proc
Tuscar's War Axe
16.5dps, 3.0spd, 100% quality, 35% bonus
+6 Axe, +15 Str, +15 Con, +15 Qui,
[?] haste proc

2-handed Axes

Axe of Icy Death
16.5dps, 5.0spd, 100% quality, 35% bonus
+6 Axe, +6% matter, +6% body, +6% spirit
10 charges haste
Dragon Shadow Great Axe
16.5dps, 5.6spd, 100% quality, 35% bonus
+5 Axe, +3 Parry, +6% crush, +6% slash
20% endurance heal proc
Dread Bone Great Cleaver
16.5dps, 4.5spd, 100% quality, 35% bonus
+4 Axe, +15 Str, +22 Con, +22 Cha
10 charges 75 pt AF buff
Frenzied Blackhearted Cleaver
16.5dps, 4.9spd, 100% quality, 35% bonus
+4 Axe, +4 Stealth, +15 Str, +22 Qui
10 charges haste

1-handed Swords

Dragon Shadow Sword
16.5dps, 4.2spd, 100% quality, 35% bonus
+4 Sword, +4 Parry, +22 Str, +15 Cha
56 pt Str/Con debuff proc
Frozen Blackhearted Sword
16.5dps, 3.4spd, 100% quality, 35% bonus
+4 Critical Strike, +4 Stealth, +4 Sword, +15 Str
65 pt lifetap proc (cold)
Dragon Shadow Sword
16.5dps, 4.2spd, 100% quality, 35% bonus
+4 Sword, +4 Parry, +22 Str, +15 Cha
56 pt Str/Con debuff proc
Kvasir's Swrod of Blight <i>(Shadowblade)</i>
16.5dps, 3.5spd, 100% quality, 35% bonus
+4 Critical Strike, +4 Stealth, +30 Str, +15 Qui
64 pt damage over time proc (matter)
Nokkvi's Vile Slayer
16.5dps, 3.4spd, 100% quality, 35% bonus
+6 Sword, +27 Con, +7% Crush
64 pt damage over time proc (matter)
Seething Frostbound Sword
16.5dps, 3.9spd, 100% quality, 35% bonus
+4 Sword, +4 Parry, +22 Str, +15 Pie
95 pt direct damage proc (cold)

2-handed Swords

Agmundr's Foe Slayer
16.5dps, 5.7spd, 100% quality, 35% bonus
+6 Sword, +6% crush, +6% thrust, +40 HP
95 pt direct damage proc (fire)
Blackhearted Great Sword
16.5dps, 4.9spd, 100% quality, 35% bonus
+5 Sword, +3 Critical Strike, +6% crush, +40 HP
95 pt direct damage proc (cold)
Dragon Shadow Great Sword
16.5dps, 4.9spd, 100% quality, 35% bonus
+5 Sword, +3 Parry, +15 Str, +6% heat
50 pt ablative melee buffer
Dread Bone Great Sword
16.5dps, 4.7spd, 100% quality, 35% bonus
+5 Sword, +3 Parry, +15 Con, +15 Cha
71 pt AoE direct damage proc (fire)
Icy War Sword
16.5dps, 5.0spd, 100% quality, 35% bonus
+6 Sword, +6% crush, +6% body, +6% spirit
95 pt direct damage proc (cold)

Spears

Blackhearted Spear
16.5dps, 5.0spd, 100% quality, 35% bonus
+5 spear, +3 Stealth, +15 Str, +40 HP
65 pt lifetap proc (cold)
Dread Bone Spear
16.5dps, 4.0spd, 100% quality, 35% bonus
+5 spear, +3 Stealth, +6% crush, +6% slash
20% endurance heal proc
Icy War Spear
16.5dps, 4.0spd, 100% quality, 35% bonus
+6 spear, +3 Stealth, +6% crush, +6% thrust
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