

First off, congrats on hitting level 70. Now it's time to work on getting into end game content that requires an 11,000+ item level but how do you get there?

The intent of this guide is to help bridge the gap from hitting level 70 and working to round out your character based on an end game build guide like you see on <http://mmominds.com/>.

The below is mainly aimed at new players/first characters that are still new to the game and do not have a lot of Astral Diamonds to buy large items. This is written from the perspective of playing on XBOX so may not quite cover everything that may be available on PC.

Abbreviations

Not just in this document but in game, abbreviations are used a lot. This link could help: <https://neverwinter.gamepedia.com/Help:Acronyms/Abbreviations>

Guild

If you haven't already, join a guild. This will give you boons that can help your progress (and increase your item level by up to 2000) plus guild events can ultimately help your progress towards getting better gear plus you will meet others who could help you in your campaigns.

Being in a guild and/or alliance will also benefit you when it comes to running dungeons for gear as you will get a more consistent group experience, advice on content plus private groups have lower item level limits compared to public ones.

VIP

If you don't have it, this is highly recommended as it will pay for itself as you play. From VIP rank one it will provide you with one daily enchanted key that can be claimed by one character (but is not bound to character, only account) and used to open lockboxes for gear you can either use or sell plus some Tarmalune Trade Bars. You will also receive level-appropriate Identification Scrolls and a 10% bonus to XP/Glory/Profession XP.

As your level of VIP increases beyond rank one, you will gain other benefits such as more Identification Scrolls and Epic Dungeon Chest Keys (needed for salvage and loot drops in Epic dungeons) that can be claimed on each of your other characters plus a travel signpost or salvage anvil that you can summon anywhere. More info can be found here:

http://neverwinter.gamepedia.com/VIP_Program

Storage

Have you completed all the quests that give you a free bag? If this is your first character then storage is going to be tight so you need to get all of these until you can afford to get Runic Bags of Holding. From experience, you will never have enough storage (well at least until Mod 12B arrives on console).

To get free bags in addition to the one you started with you need to complete:

- The [Benign Order of the Third Eye Campaign](#)

- The [Close to the Crown quest](#) in the Blacklake District
- The [Clockwork Guild Tomb](#) quest in Neverdeath Graveyard

Professions

If you haven't already, now is the time to really focus on levelling up your professions so you can craft your own gear, make stuff to sell or create resources you can use, sell or contribute to your guild.

You should consider levelling up weaponsmithing to make your own weapons. Jewellery is another highly recommended skill so that you can make personalised items for you and/or your companion e.g. rings or waist as these are bound to the character that makes them.

Alchemy is recommended so that you can ultimately craft Unified Elements and Elemental Aggregates.

Finally, it is highly recommended that you level up the Leadership profession. This is very slow to do but the rewards at the end are well worth it as you can create unbound refinement resources that you can either use or sell.

Watch the events calendar

Keep an eye out for events on your platform like 2x Enchantments and Runestones and save these as refinement materials. A 2x Enchantments and Runestones event is when you should be aiming to open any Quartermaster bags that you have saved provided you have 11% ranking from your enchants in order to get rank 6 enchants from the bags. Similarly, this 2x event is a good time to open companion packs and anything else that yields enchants like enchanted coffers from the Leadership tasks.

Then keep an eye out for Double Refinement events as this is really the only time you should be really looking to put refinement materials into your enchantments and your artifact gear. **NOTE:** *Double Refinement events will be phased out with the introduction of module 12B on console. It has already been replaced on PC.*

You can use tools and guides to help you plan upgrades to your artifacts during the Double Refinement as this topic goes way beyond this quick guide:

<http://janne.coreside.com/tools/artifactrp>

https://www.reddit.com/r/Neverwinter/comments/5wm5mo/a_visual_guide_to_refining_mythic_artifacts_repost/

There are lots of other events that occur within Neverwinter so you should monitor the calendar and try to prepare for big events. Recent events like the Summer Festival had an

Epic mount available as a reward but you had to have participated in the event every single day unless you were buying tokens with other currencies from the event.

It is advisable to read up and research the events for more information. There are loads of videos and other content out there from previous events.

Weekly Quests

Don't miss out on a weekly quota of Astral Diamonds (4,500 per quest) by completing quick weekly quests from several campaigns. You need to have made progress in/completed the campaigns to unlock some quests but you really should be doing that anyway to get your boons. Weekly quests include:

- The Portal to Tuern from Harper Boward in Protectors Enclave
- The Arcane Reservoir from Merrisara Winterwhite in Sharandar
- The Red Wizards from Sergeant Knox in Dread Ring
- Ballad of Baphomet from Bruenor Battlehammer in Mantol-Derith
- Biggrin's Tomb from Bowen Brant or Anara the Cerulean in Caer-Konig
- Reclaiming the Hoard from Elminster Aumar in The Well of Dragons

Mounts

Most build guides will detail the mount bonuses you should aim for. In this guide, as a fresh level 70, the best recommendation would be to ensure you at least have a mount that provides Wanderer's Fortune as this will give you refinement resources that you can use to improve your gear.

<https://bethel-95.github.io/Insignia-Bonuses/?28>

NOTE: Watch for events like The Siege of Neverwinter where the mount earned for doing that event comes with Wanderer's Fortune.

Companions

By this point, you should have an idea of the companions you need to have based on any build guide you might be following.

Be aware that gear that you have on your summoned companion and their rank counts towards your item level. Bonding runestones are still highly recommended for use on companions even following the introduction of module 12B on PC.

If you are opening lockboxes, remember to save any Companion packs that may give runestones until a 2x Enchantments and Runestones event so you get more value from the pack.

Also, save any companion upgrade tokens you get for the final upgrade to legendary.

https://www.reddit.com/r/Neverwinter/comments/6872fp/psa_opening_companion_packs_on_2x_enchants_is/

Reset Skill Choices

Not happy with some of the choices you made and how you spent points along the way? Don't forget that you can reset these selections.

You'll be prompted that you can buy a token from the Zen Market, but don't forget that you should have a free one from Sybella Artis in the Hall of Justice Vaults provided you completed campaign quests.

Earn Power Points

During levelling you were able to put a maximum of 3 points into the skills you use. Points were gained as a reward per level gained. Now you have hit 70, you will no longer level up and instead will gain overflow experience as you play and once you hit the max XP, you will receive a random award.

If you are lucky, you will be awarded a power point that you can use to level up your skills to rank 4. Other awards can include 30k rough astral diamonds, enchantments, refinement materials and tomes of experience.

Another method of gaining power points is via the Sharandar campaign. After you have advanced the campaign and unlocked the Advance War Effort task, you can spend campaign currency and AD to create a new power point.

With the release of Module 12, you can now buy Power Points in the ZEN store.

Character Slots

Give some thought to using your other character slots. Even if you won't play another character immediately, you will gain some additional storage space and can level up other professions e.g. Leadership.

Invocation

Whilst you started doing this at level 11, now is a very important time to ensure you invoke on (all) your character(s).

The key now at level 70 is to collect Celestial Coins for use in the Vault of Piety. You will want to collect 11 of these to spend on coffer that will give you a chance of receiving a Coalescent Ward that will help you with upgrading your gear with a low percentage chance e.g. 1% weapon enchant.

Campaigns and Boons

These are really important and provide a lot of benefits to your character (including being counted as part of your item level) as you progress and are definitely worth doing although some campaigns can take a long time to complete as there is only so much you can do per day.

Build guides on MMO Minds will demonstrate how the boon selection helps with character stats.

If you haven't already finished it, the [Elemental Evil Campaign](#) is probably the best campaign to complete first, picking the starter quests up in Protector's Enclave and working your way through each of the four zones.

The [Sharandar Campaign](#) provides some good refinement resources as you progress and unlock the campaign boons if you haven't done so already. One recommended approach for this area is to grab the quests each day and save them for 2-3 days then do them all together.

The [Maze Engine Campaign](#) gives some good boons but can feel quite drawn out as it has stages that requires you to do 5 daily quests, 10 daily quests and 15 daily quests. Highly recommended to do this and make it part of a daily routine. If you haven't finished it already, this is another should complete now you've hit 70.

The [Underdark Campaign](#) is levelled by earning Faerzress which you get from doing Demonic Heroic Encounters, Dwarven Skirmishes and Demogorgon. This can tie in with the [Dread Ring Campaign](#) area but it can also be beneficial to visit The Well of Dragons and/or [Icewind Dale](#) for more Demonic Heroic Encounters.

You should have already started the [Tyranny of Dragons Campaign](#) as you were levelling up. You can continue to progress this and access The Well of Dragons for quests.

The [Dread Ring Campaign](#) is another zone that rewards with refinement resources as you progress plus daily rewards that will help advance your gear level. Even after completing this campaign it is worth returning daily and weekly for the refinement.

It is recommended that you have advanced most of the above before trying to attempt either [The Cloaked Ascendancy Campaign](#) or [Storm Kings Thunder](#).

You may get [Genie's Gift](#) from opening lock boxes or if you have some AD, from the Auction House. These can be used to help advance campaigns like Dread Ring, Icewind Dale and Tyranny.

Increasing Item Level

Now you are level 70, you will work to increase your item level. This is calculated based on a number of factors other than the gear you are wearing that now includes boons, your weapon set and rank, the rank of your companion and their gear, mounts and insignia.

You initially gain most of your item level from replacing the armour you are wearing (see below). Next, it will be enchants with the higher the level of enchant helping more. You can start with rank 5's but moving to 7's or higher ASAP will help. As you progress and get double slot rings you will be able to use more enchants in offense/defense slots.

Ranking up your artifacts and enchants will be the next way of increasing your item level unless you buy replacement higher level enchants rather than refine.

When it comes to item level, do not forget your companion! The rank of your companion, plus the gear they are wearing is all taken into account and can make a big difference especially keep in mind using Bonding runestones on your companion too! You should aim for 3x rank 10 Bonding runestones as soon as you can as a priority over pretty much everything else - the stats gained from your companion are more important than the Item Level you may have.

With the arrival of Mod 12 Tomb of Annihilation, the prices of mount insignia have fallen as blue insignia are more common. Now is a great time to improve your insignia and gain some item level and stats.

There is much more detailed information in this [link here on Reddit](#) (needs to be updated for Mod 12), but to give you a summary of that info about where Item Level comes from based on maximum values:

- Character Gear = 8737
- Boons = 3560 (of which Guild boons can be 2000)
- Companions = 3283
- Mounts = 1500

Armour

Fresh from hitting level 70, you are probably still wearing random gear that you have picked up along the way. Now you are at 70, you can use a few options to improve your gear:

- With the arrival of Mod 12, there are changes to the armour available. Seal of the Elements have now been removed from game. If you had any on your character before the update, you can now trade them in for Seal of the Protector which is the new currency to buy equipment from the Seal Trader (convert under the Misc selection when talking to him).
- Armour Wise, you can now buy unrestored pieces from the Storm King's Thunder Campaign (Item Level 465 / 435). You will need to restore these with Lanolin and Ostorian Relic that you can buy with seals plus Voninblod that you will have to farm (on PC at least right now, I understand the Voninblod component has been removed with Mod 12B).
- You can also buy Ostorian Rings (Item Level 420) that are account bound and can be moved to other chars and used on your alts and companions.
- Assuming you have VIP and have been using keys to open lockboxes, you should have some Tarmalune Trade Bars. These can be used to buy either some [Dusk Set armour](#) which can give a good two piece bonus or depending on your class/build, you

may also wish to consider some of the [Warborn Set](#) that is also available for Tarmalune Trade Bars. Following the arrival of mod 12, the Dusk and Warborn set are now replaced by [Pilgrim Armor](#) (Item Level 460)

- As you progress within the Underdark Campaign, complete Demonic Heroic encounters or the Underdark skirmishes/Demogorgon you will earn Demonic Ichor that can be used to buy [Drowcraft](#) undergarb (Item Level 405) (shirt & pants that can also be bought in the Auction House) or armour pieces

As you unlock the Storm King's Thunder Campaign, you will gain access to buy undergarments from that campaign store that also give Everfrost resistance.

- As a member of a guild you can use guild marks to buy Item Level 420 armour within the guild stronghold. You can participate in Dragon Flight to earn Dragon Fangs to buy some of that Item Level 420/426 armour if your Guild is a high enough level

Depending on the level of your guild, they may be able to summon the [Mysterious Merchant](#) who sells some pieces of equipment (Item Level 450) that can be bought for Guild Marks but you will need 20-30k guild marks depending on what you want to buy

- Also available within a guild is equipment available from [The Outfitter](#) for Guild Marks. Armour pieces range from 4000 marks - 6000 marks (Item Level ranging from 375-420). The Outfitter also sells [artifact belts and cloaks](#)
- Once you have progressed your character and have got to the Jungles of Chult campaign (suggested 12K Item Level), you will have access to other forms of armour there which you can earn as drops, buy with campaign currency/Astral Diamonds or craft once you have bought the recipes with campaign currency. See below for more info on Chult

The above covers items you can buy to improve your equipment. Beyond that, you are going to want to target certain content for item pieces that are considered Best in Slot for your build/class until you can get to relic gear or new items introduced in newer content.

Below are some examples to get you started (this is not the full list) as you work to improve your character. Please note that you will require either Epic Dungeon Chest Keys or Campaign based keys e.g. Underdark to be able to open rewards chests for loot:

Helm: The Shores of Tuern for the [Dragon Loyalist's Visage](#). Malabog's Castle for [The Blackthorn](#). Epic Demogorgon for [Brynnyr's Demise](#). Castle Never for [Bloodlord's Visage](#).

Chest: Epic Temple of the Spider for the [Lifesilk Spinneret](#). Throne of the Dwarven Gods for [Deepknight's Brigandine](#). Prophecy of Madness for [Psion's Shroud](#). Valindra's Tower for [Zulkir's Dreadnought](#)

Arms: Demogorgon for [Survivor's Wraps](#). Lair of Lostmauth for [Cambist's Gauntlets](#) (but beware these steal your money!)

Feet: Kessell's Retreat for [Black Ice Treads](#) but ultimately you will want to aim for relic footwear you can get from the epic heroic encounters in Bryn Shander when you can get there

Shirt: Epic Grey Wolf Den for [Bloodstained Shirt](#)

Chult

With the arrival of Mod 12 Tomb of Annihilation there are even more ways to get some equipment to help your character. Some can only be achieved via the hardest content in the game (Tomb of the Nine Gods) whereas other items can be bought with trade bars, zen, campaign currency, astral diamonds, made with professions or caught fishing. In summary:

- [Primal Armor](#) (Item Level 500) - bought with seals earned from completing Tomb of the Nine Gods
- [Huntsman Armor](#) (Item Level 480) - drops from rewards chest in Tomb of the Nine Gods
- [Pilgrim Armor](#) (Item Level 460) - some bought with ZEN others with Trade Bars
- [Pioneer Armor](#) (Item Level 440) - bought with campaign currency, HE drops and fishing
- [League's Armor](#) (Item Level 420 / 430) - bought with Chult riches, via vendor or crafted professions (sold in AH)
- [Hunts of Chult](#) - There are a number of armour pieces (Item Level 480) that drop from the different hunts within Chult

Artifacts

Once again, build guides will make recommendations as to what the best artifacts are for your build/class plus they give some guidance for recommendations on your artifact neck and waist.

You have a chance of getting some artifact items as drops from running content but you will likely have to purchase the items you need from the Auction House.

As mentioned above, you will be best advised to wait until a time of double refinement before trying to update your artifact items plus, in the case of your artifacts you will want to look into using feeders as part of the upgrade. (Please note feeders no longer work on PC after mod 12B but are still of use on console until that update is released).

<http://janne.coreside.com/tools/artifactrp>

https://www.reddit.com/r/Neverwinter/comments/5wm5mo/a_visual_guide_to_refining_mythic_artifacts_repost/

Weapons

If you look at most build guides on a site such as MMO Minds, they will recommend Best in Slot (BIS) relic weapons that come from The Storm Kings Thunder campaign that can only be restored by running content you can't get to right now.

There are several options to help you progress from a fresh lvl 70 to replace the ensorcelled set or other items you've been using to level up:

- The Elemental Evil campaign will give you an Elemental Fire artifact mainhand to accompany the Elemental Fire artifact offhand that you got from the [Protector's Emissary quest](#) when you hit level 70
- If you don't wish to use the Elemental Fire weapons, you can either craft your own set of artifact weapons if you have levelled up weaponsmithing or you can buy the set you want from the Auction House. This option will allow you to choose from the Elemental types - Burning, Drowned, Earthen and Howling which may help you more depending on your build/class e.g. Drowned set bonus will provide healing

If you don't want to spend the AD, you can grind these weapons by farming motes to complete the weapons quest given by [Archdruid Morningdawn](#) in Protector's Enclave

- As you level up and unlock the Underdark campaign, you can start to run Epic Demogorgon. Gold and Silver runs will give you Twisted Ichor that can be used to purchase [Twisted Weapons](#). Epic Demogorgon runs also give you the chance of getting rings that can improve your build

NOTE: As at Mod 12, the above are now considered to be obsolete with the Ascended Weapon Set, Relic Weapons and Masterwork II Weapons considered to be far better.

- Alternatively, you can skip the Twisted Weapons and work on [The Cloaked Ascendancy Campaign](#) to work on getting the Fey, Aboleth or Lifeforged weapons from the Ascended Weapon Set that can be purchased in the campaign store.
- Masterwork II Weapons
- With the arrival of Mod 12 Tomb of Annihilation, there are new [Chultan Crafted Weapons recipes](#) that can be bought with campaign currency that allow you to craft **Item Level 480** weapons that have a bonus where **a random stat is increased by 2000 for 10 seconds**. *If you can't craft these yourself, you can buy them in the Auction House*

Enchants

Level 5 enchants will be common drops for most content you can do and can be slotted in most pieces of equipment.

Any build guide for your character will cover what is best for you to use in offensive and defensive slots e.g. Dark, Azure, Radiant or Silvery.

Similarly, a guide should cover the best armour enchant and the best weapon enchant although it will most likely recommend a rank 10 - 12 version of the enchant that is most likely not affordable.

One recommended armour enchant that works well at rank 7 is Soulforged and can help a lot as you advance your character stats.

In your utility slots you are going to want to consider running enchants such as Quartermasters, Fey, Dragon Hoard for extra refinement materials.

Use times where double refinement (console only now that 12B has dropped on PC) applies to improve your enchants or buy better ones as you save up some AD. You can use Tarmalune Trade Bars to buy rank 7 enchants if you wish although it can be better to save your Tarmalune Trade Bars for double AD events.