

Hello everyone!

I am AsteR, an italian Neverwinter player since 2018.

** Official Content Creator for Neverwinter*

** ✕Shinigami✕ Guild Leader*

**M22-M23-M24-M25-M26-M27 Alpha Tester for
Neverwinter*

**Wizard Reworker in M24 for Neverwinter*

I currently play 5 classes that I have brought to the
endgame over the years.

Wizard | Barbarian Dps | Bard Healer | Warlock DPS |
Paladin Healer



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NEVERWINTER



Mod27 - New Items - Starforged Updates

1. 09/30/2023 Release document
2. 03/10/2023 Update - Add Starforged weapon and Stargforged weapon +1
3. 21/10/2023 Update - Build preview patch - fixed stats on starforged gear (bar/warlock)
4. 27/10/2023 Update - fixed stats on gear (not bonus) - changed the bonus on Starforged Mitts and Starhide Cuffs



Mod27 - New Items - Starforged Weapon - Advanced Trial

Starcore Talisman

Item Level: 2,500

☞ Binds on Pickup
(Account)

☞ Binds on Equip
(Character)

+1,875 Critical Severity
+1,875 Forte
+2,250 Combined Rating

Set Dark Matter (2/2)

Solarium Orb +1
Starcore Talisman +1

2 of Set: Deal or heal up to 5.5% additional damage based on the difference in hit point percentage between the player and the target.

You are granted the following, depending on your role:

DPS: +3% Total Damage.
Tank: -6% Incoming Damage.
Healer: +6% Total Healing.

This effect does not stack.

When in Wildspace, the above bonuses are doubled, and your Movement Speed is increased by 10%.

Crafted from an unfathomably dense celestial material, this masterfully crafted Astral Elven weapon can pierce the toughest of terrestrial armors.

Off-Hand, Talisman
Requires Class: Wizard
Minimum Level: 20

Cannot Sell
330

Solarium Orb

Item Level: 2,500

☞ Binds on Pickup
(Account)

☞ Binds on Equip
(Character)

+1,875 Critical Strike
+1,875 Critical Severity
+2,250 Combined Rating

Set Dark Matter (2/2)

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This effect does not stack.

When in Wildspace, the above bonuses are doubled, and your Movement Speed is increased by 10%.

Crafted from an unfathomably dense celestial material, this masterfully crafted Astral Elven weapon can pierce the toughest of terrestrial armors.

Implement, Orb, Ranged, Weapon
Requires Class: Wizard
Minimum Level: 20

Cannot Sell
330

NEVERWINTER
SPELLJAMMER



Mod27 - New Items - Starforged Weapon +1 - Master Trial

Solarium Orb +1

Item Level: 2,700

☞ Binds on Pickup
(Account)

☞ Binds on Equip
(Character)

+250 Damage
+2,025 Critical Strike
+2,025 Critical Severity
+2,430 Combined Rating

Set Dark Matter (2/2)

Solarium Orb +1
Starcore Talisman +1

2 of Set: Deal or heal up to 5.5% additional damage based on the difference in hit point percentage between the player and the target.

You are granted the following, depending on your role:

DPS: +3% Total Damage.
Tank: -6% Incoming Damage.
Healer: +6% Total Healing.

LEVEL 2 This effect does not stack. WIZARD

When in Wildspace, the above bonuses are doubled, and your Movement Speed is increased by 10%.

Infused with ancient runes and crafted from an unfathomably dense celestial material, this masterfully crafted Astral Elven weapon can pierce the toughest of terrestrial armors.

Implement, Orb, Ranged, Weapon
Requires Class: Wizard
Minimum Level: 20

Cannot Sell
365

Starcore Talisman +1

Item Level: 2,700

☞ Binds on Pickup
(Account)

☞ Binds on Equip
(Character)

+2,025 Critical Severity
+2,025 Forte
+2,430 Combined Rating

Set Dark Matter (2/2)

Solarium Orb +1
Starcore Talisman +1

2 of Set: Deal or heal up to 5.5% additional damage based on the difference in hit point percentage between the player and the target.

You are granted the following, depending on your role:

DPS: +3% Total Damage.
Tank: -6% Incoming Damage.
Healer: +6% Total Healing.

This effect does not stack.

When in Wildspace, the above bonuses are doubled, and your Movement Speed is increased by 10%.

Infused with ancient runes and crafted from an unfathomably dense celestial material, this masterfully crafted Astral Elven weapon can pierce the toughest of terrestrial armors.

Off-Hand, Talisman
Requires Class: Wizard
Minimum Level: 20

Cannot Sell
365

NEVERWINTER
SPELLJAMMER



Mod27 - New Items - Starforged - Wizard and Warlock

Starweave Hood

Item Level: 2,700

★ Recommended

☞ Binds on Pickup (Account)

☞ Binds on Equip (Character)

+2,025 Critical Severity

+2,025 Forte

+2,430 Combined Rating

Equip: Maximized Opportunity

When in combat with only one enemy, your **Combat Advantage** is increased by 7%.

○ Reinforced: Empty

Crafted under weightless conditions, this armor is perfectly symmetrical and infused with the raw magical energy of eons of solar flares.

Head

Requires Class: Warlock, Wizard

Minimum Level: 20

4 81 29
365

Starweave Robe

Item Level: 2,700

★ Recommended

☞ Binds on Pickup (Account)

☞ Binds on Equip (Character)

+2,025 Critical Strike

+2,025 Critical Severity

+2,430 Combined Rating

Equip: Raging Daily

When you use a Daily power, your next encounter power will deal 20% more damage. (30 second cooldown)

○ Reinforced: Empty

Crafted under weightless conditions, this armor is perfectly symmetrical and infused with the raw magical energy of eons of solar flares.

Armor

Requires Class: Warlock, Wizard

Minimum Level: 20

4 81 29
365

Starweave Sleeves

Item Level: 2,700

★ Recommended

☞ Binds on Pickup (Account)

☞ Binds on Equip (Character)

+2,025 Accuracy

+2,025 Combat Advantage

+2,430 Combined Rating

Equip: Butcher's Zeal

When you damage or heal your target for more than 15% of your **Maximum Hit Points** in a single blow, you gain 10 **Action Points**.

Can only occur once every 5 seconds.

○ Reinforced: Empty

Crafted under weightless conditions, this armor is perfectly symmetrical and infused with the raw magical energy of eons of solar flares.

Arms

Requires Class: Warlock, Wizard

Minimum Level: 20

4 81 29
365

Starweave Slippers

Item Level: 2,700

★ Recommended

☞ Binds on Pickup (Account)

☞ Binds on Equip (Character)

+2,025 Combat Advantage

+2,025 Critical Strike

+2,430 Combined Rating

Equip: Wildspace Hunter

+5% **Damage** in Wildspace.

○ Reinforced: Empty

Crafted under weightless conditions, this armor is perfectly symmetrical and infused with the raw magical energy of eons of solar flares.

Feet

Requires Class: Warlock, Wizard

Minimum Level: 20

4 81 29
365

Right-click to preview

Completing this collection will give you an additional bonus of ★ 40.

<STUB>Armor blurb. Plunder from the Defense of the Moondancer (Master) trial.



PLACEHOLDER



NEVERWINTER
SPELLJAMMER



Mod27 - New Items - Starforged - Barbarian, Fighter

Starhide Cap

Item Level: 2,700

- ☞ Binds on Pickup (Account)
- ☞ Binds on Equip (Character)

+2,025 Critical Severity

+2,025 Forte

+2,430 Combined Rating

Equip: Maximized Opportunity

When in combat with only one enemy, your **Combat Advantage** is increased by 7%.

○ Reinforced: Empty

Crafted under weightless conditions, this armor is perfectly symmetrical and infused with the raw magical energy of eons of solar flares.

Head

Requires Class: Rogue, Cleric, Bard, Ranger

Minimum Level: 20

4 81 29
365

Starhide Jerkin

Item Level: 2,700

- ☞ Binds on Pickup (Account)
- ☞ Binds on Equip (Character)

+2,025 Critical Strike

+2,025 Critical Severity

+2,430 Combined Rating

Equip: Raging Daily

When you use a Daily power, your next encounter power will deal 20% more damage. (30 second cooldown)

○ Reinforced: Empty

Crafted under weightless conditions, this armor is perfectly symmetrical and infused with the raw magical energy of eons of solar flares.

Armor

Requires Class: Rogue, Cleric, Bard, Ranger

Minimum Level: 20

4 81 29
365

Starhide Armband

Item Level: 2,700

- ☞ Binds on Pickup (Account)
- ☞ Binds on Equip (Character)

+2,025 Accuracy

+2,025 Combat Advantage

+2,430 Combined Rating

Equip: Butcher's Zeal

When you damage or heal your target for more than 15% of your **Maximum Hit Points** in a single blow, you gain 10 **Action Points**.

Can only occur once every 5 seconds.

○ Reinforced: Empty

Crafted under weightless conditions, this armor is perfectly symmetrical and infused with the raw magical energy of eons of solar flares.

Arms

Requires Class: Rogue, Cleric, Bard, Ranger

Minimum Level: 20

Starhide Boots

Item Level: 2,700

- ☞ Binds on Pickup (Account)
- ☞ Binds on Equip (Character)

+2,025 Combat Advantage

+2,025 Critical Strike

+2,430 Combined Rating

Equip: Wildspace Hunter

+5% **Damage** in Wildspace.

○ Reinforced: Empty

Crafted under weightless conditions, this armor is perfectly symmetrical and infused with the raw magical energy of eons of solar flares.

Feet

Requires Class: Rogue, Cleric, Bard, Ranger

Minimum Level: 20

4 81 29
365

Right-click to preview

Completing this collection will give you an additional bonus of ✪ 40.

<STUB>Armor blurb. Plunder from the Defense of the Moondancer (Master) trial.



Mod27 - New Items - Starforged - Bard, Warlock

Starhide Skullcap

Item Level: 2,700

- ⚡ Binds on Pickup (Account)
- ⚡ Binds on Equip (Character)

+2,025 Awareness
+2,025 Outgoing Healing
+2,430 Combined Rating
Equip: Death Defying Medic
Gain 2000 Outgoing Healing for each enemy you are engaged in battle within 100'. (Max of 10 targets)

○ Reinforced: Empty

Crafted under weightless conditions, this armor is perfectly symmetrical and infused with the raw magical energy of eons of solar flares.

Head

Requires Class: Warlock, Bard

Minimum Level: 20

Cannot Sell
365

Starhide Doublet

Item Level: 2,700

- ⚡ Binds on Pickup (Account)
- ⚡ Binds on Equip (Character)

+2,025 Forte
+2,025 Outgoing Healing
+2,430 Combined Rating
Equip: Medic's Respite
Healing an ally with an Encounter power also heals you for 74,525 and grants Allies within 25' 1.5% Awareness for 5s.

○ Reinforced: Empty

Crafted under weightless conditions, this armor is perfectly symmetrical and infused with the raw magical energy of eons of solar flares.

Armor

Requires Class: Warlock, Bard

Minimum Level: 20

Cannot Sell

Starhide Cuffs

Item Level: 2,700

- ⚡ Binds on Pickup (Account)
- ⚡ Binds on Equip (Character)

+2,025 Critical Strike
+2,025 Critical Severity
+2,430 Combined Rating
Equip: Mystic Inspiration
Your Performance/Soulweave/Soul Spark maximum increases by 25%.

○ Reinforced: Empty

Crafted under weightless conditions, this armor is perfectly symmetrical and infused with the raw magical energy of eons of solar flares.

Arms

Requires Class: Warlock, Bard

Minimum Level: 20

4 81 29
365

Starhide Cackrows

Item Level: 2,700

- ⚡ Binds on Pickup (Account)
- ⚡ Binds on Equip (Character)

+2,025 Critical Strike
+2,025 Forte
+2,430 Combined Rating
Equip: Divine Muse
Your Divinity/Performance/Soulweave regenerates 20% faster.

○ Reinforced: Empty Critical Strike

Crafted under weightless conditions, this armor is perfectly symmetrical and infused with the raw magical energy of eons of solar flares.

Feet

Requires Class: Warlock, Bard

Minimum Level: 20 Critical Avoidance

Cannot Sell
365

Completing this collection will give you an additional bonus of ★ 40.

<STUB>Armor blurb. Plunder from the Defense of the Moondancer (Master) trial.



Mod27 - New Items - Starforged - Barbarian, Fighter, Paladin

Starforged Helm

Item Level: 2,700

- ☞ Binds on Pickup (Account)
- ☞ Binds on Equip (Character)

+2,025 Defense
+2,025 Critical Avoidance
+2,430 Combined Rating
Equip: Boar's Determination
Whenever you are damaged for more than 15% of your Maximum Hit Points in a single blow, you gain 7.5% Awareness and 5% Stamina Regeneration for 10 seconds. (15 second cooldown)

○ Reinforced: Empty

Crafted under weightless conditions, this armor is perfectly symmetrical and infused with the raw magical energy of eons of solar flares.

Head
Requires Class: Paladin, Barbarian, Fighter
Minimum Level: 20

4 81 29

Starforged Cuirass

Item Level: 2,700

- ☞ Binds on Pickup (Account)
- ☞ Binds on Equip (Character)

+2,025 Defense
+2,025 Awareness
+2,430 Combined Rating
Equip: Rothé's Intimidation
Whenever you are damaged, you explode with fury, dealing 5,512 damage to enemies within 15', and generating additional threat. (10s cooldown)

○ Reinforced: Empty

Crafted under weightless conditions, this armor is perfectly symmetrical and infused with the raw magical energy of eons of solar flares.

Armor
Requires Class: Paladin, Barbarian, Fighter
Minimum Level: 20

4 81 29

Starforged Guards

Item Level: 2,700

- ☞ Binds on Pickup (Account)
- ☞ Binds on Equip (Character)

+2,025 Accuracy
+2,025 Awareness
+2,430 Combined Rating
Equip: Sudden Intuition
Whenever you are struck by **Combat Advantage** damage, you have a 20% chance to increase your Awareness and Deflect Severity by 7% for 8 seconds. (15 second cooldown)

○ Reinforced: Empty

Crafted under weightless conditions, this armor is perfectly symmetrical and infused with the raw magical energy of eons of solar flares.

Arms
Requires Class: Paladin, Barbarian, Fighter
Minimum Level: 20

4 81 29

Starforged Sabatons

Item Level: 2,700

- ☞ Binds on Pickup (Account)
- ☞ Binds on Equip (Character)

+2,025 Awareness
+2,025 Incoming Healing
+2,430 Combined Rating
Equip: Defender Guard
Gain 1% **Damage** when struck. Stacks 5 times. When you strike an enemy, the stacks are consumed and you gain 1% **Damage Resistance** per stack consumed for 10 seconds.

Stacks cannot be applied at the same time.

○ Reinforced: Empty

Crafted under weightless conditions, this armor is perfectly symmetrical and infused with the raw magical energy of eons of solar flares.

Feet
Requires Class: Paladin, Barbarian, Fighter
Minimum Level: 20

4 81 29

Completing this collection will give you an additional bonus of ★ 40.
<STUB>Armor blurb. Plunder from the Defense of the Moondancer (Master) trial.



PLACEHOLDER



Mod27 - New Items - Starforged - Paladin e Cleric

Starforged Cover

Item Level: 2,700

- Binds on Pickup (Account)
- Binds on Equip (Character)

+2,025 Awareness
+2,025 Outgoing Healing
+2,430 Combined Rating
Equip: Death Defying Medic
Gain 2000 Outgoing Healing for each enemy you are engaged in battle within 100'. (Max of 10 targets)

Reinforced: Empty

Crafted under weightless conditions, this armor is perfectly symmetrical and infused with the raw magical energy of eons of solar flares.

Head
Requires Class: Paladin, Cleric
Minimum Level: 20

Cannot Sell
 365

Starforged Coat

Item Level: 2,700

- Binds on Pickup (Account)
- Binds on Equip (Character)

+2,025 Forte
+2,025 Outgoing Healing
+2,430 Combined Rating
Equip: Medic's Respite
Healing an ally with an Encounter power also heals you for 74,175 and grants Allies within 25' 1.5% Awareness for 5s.

Reinforced: Empty

Crafted under weightless conditions, this armor is perfectly symmetrical and infused with the raw magical energy of eons of solar flares.

Armor
Requires Class: Paladin, Cleric
Minimum Level: 20

Cannot Sell
 365

Starforged Mitts

Item Level: 2,700

- Binds on Pickup (Account)
- Binds on Equip (Character)

+2,025 Critical Strike
+2,025 Critical Severity
+2,430 Combined Rating
Equip: Mystic Inspiration
Your Performance/Soulweave/Soul Spark maximum increases by 25%.

Reinforced: Empty

Crafted under weightless conditions, this armor is perfectly symmetrical and infused with the raw magical energy of eons of solar flares.

Arms
Requires Class: Paladin, Cleric
Minimum Level: 20

4 81 29
 365

Right-click to preview

Starforged Spikes

Item Level: 2,700

- Binds on Pickup (Account)
- Binds on Equip (Character)

+2,025 Critical Strike
+2,025 Forte
+2,430 Combined Rating
Equip: Divine Muse
Your Divinity/Performance/Soulweave regenerates 20% faster.

Reinforced: Empty

Crafted under weightless conditions, this armor is perfectly symmetrical and infused with the raw magical energy of eons of solar flares.

Feet
Requires Class: Paladin, Cleric
Minimum Level: 20

Cannot Sell
 365

Completing this collection will give you an additional bonus of 40.

<STUB>Armor blurb. Plunder from the Defense of the Moondancer (Master) trial.



Mod27 - New Items - Starforged - cleric, rogue, bard ranger

<h3>Starhide Cap</h3> <p>Item Level: 2,700</p> <p><i>#</i> Binds on Pickup (Account) <i>#</i> Binds on Equip (Character)</p> <p>+2,025 Critical Severity +2,025 Forte +2,430 Combined Rating Equip: Maximized Opportunity When in combat with only one enemy, your Combat Advantage is increased by 7%.</p> <p><input type="radio"/> Reinforced: Empty</p> <p>Crafted under weightless conditions, this armor is perfectly symmetrical and infused with the raw magical energy of eons of solar flares.</p> <p>Head Requires Class: Rogue, Cleric, Bard, Ranger Minimum Level: 20</p> <p>4 81 29 365</p> <p>Right-click to preview</p>	<h3>Starhide Jerkin</h3> <p>Item Level: 2,700</p> <p><i>#</i> Binds on Pickup (Account) <i>#</i> Binds on Equip (Character)</p> <p>+2,025 Critical Strike +2,025 Critical Severity +2,430 Combined Rating Equip: Raging Daily When you use a Daily power, your next encounter power will deal 20% more damage. (30 second cooldown)</p> <p><input type="radio"/> Reinforced: Empty</p> <p>Crafted under weightless conditions, this armor is perfectly symmetrical and infused with the raw magical energy of eons of solar flares.</p> <p>Armor Requires Class: Rogue, Cleric, Bard, Ranger Minimum Level: 20</p> <p>4 81 29 365</p> <p>Right-click to preview</p>	<h3>Starhide Armband</h3> <p>Item Level: 2,700</p> <p><i>#</i> Binds on Pickup (Account) <i>#</i> Binds on Equip (Character)</p> <p>+2,025 Accuracy +2,025 Combat Advantage +2,430 Combined Rating Equip: Butcher's Zeal When you damage or heal your target for more than 15% of your Maximum Hit Points in a single blow, you gain 10 Action Points.</p> <p>Can only occur once every 5 seconds.</p> <p><input type="radio"/> Reinforced: Empty</p> <p>Crafted under weightless conditions, this armor is perfectly symmetrical and infused with the raw magical energy of eons of solar flares.</p> <p>Arms Requires Class: Rogue, Cleric, Bard, Ranger Minimum Level: 20</p> <p>4 81 29 365</p> <p>Right-click to preview</p>	<h3>Starhide Boots</h3> <p>Item Level: 2,700</p> <p><i>#</i> Binds on Pickup (Account) <i>#</i> Binds on Equip (Character)</p> <p>+2,025 Combat Advantage +2,025 Critical Strike +2,430 Combined Rating Equip: Wildspace Hunter +5% Damage in Wildspace.</p> <p><input type="radio"/> Reinforced: Empty</p> <p>Crafted under weightless conditions, this armor is perfectly symmetrical and infused with the raw magical energy of eons of solar flares.</p> <p>Feet Requires Class: Rogue, Cleric, Bard, Ranger Minimum Level: 20</p> <p>4 81 29 365</p> <p>Right-click to preview</p>
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Completing this collection will give you an additional bonus of 40.

<STUB>Armor blurb. Plunder from the Defense of the Moondancer (Master) trial.



Mod27 - New Items - Starforged - Warlock and bard

Starhide Skullcap

Item Level: 2,700

Binds on Pickup
(Account)

Binds on Equip
(Character)

+2,025 Awareness
+2,025 Outgoing Healing
+2,430 Combined Rating
Equip: **Death Defying Medic**
Gain 2000 Outgoing Healing for each enemy you are engaged in battle within 100'. (Max of 10 targets)

○ Reinforced: Empty

Crafted under weightless conditions, this armor is perfectly symmetrical and infused with the raw magical energy of eons of solar flares.

Head

Requires Class: Warlock, Bard
Minimum Level: 20

4 81 29
365

Starhide Doublet

Item Level: 2,700

Binds on Pickup
(Account)

Binds on Equip
(Character)

+2,025 Forte
+2,025 Outgoing Healing
+2,430 Combined Rating
Equip: **Medic's Respite**
Healing an ally with an Encounter power also heals you for 75,000 and grants Allies within 25' 1.5% Awareness for 5s.

○ Reinforced: Empty

Crafted under weightless conditions, this armor is perfectly symmetrical and infused with the raw magical energy of eons of solar flares.

Armor

Requires Class: Warlock, Bard
Minimum Level: 20

4 81 29
365

Starhide Cuffs

Item Level: 2,700

Binds on Pickup
(Account)

Binds on Equip
(Character)

+2,025 Critical Strike
+2,025 Critical Severity
+2,430 Combined Rating
Equip: **Mystic Inspiration**
Your Performance/Soulweave/Soul Spark maximum increases by 25%.

○ Reinforced: Empty

Crafted under weightless conditions, this armor is perfectly symmetrical and infused with the raw magical energy of eons of solar flares.

Arms

Requires Class: Warlock, Bard
Minimum Level: 20

4 81 29
365

Starhide Cackrows

Item Level: 2,700

Binds on Pickup
(Account)

Binds on Equip
(Character)

+2,025 Critical Strike
+2,025 Forte
+2,430 Combined Rating
Equip: **Divine Muse**
Your Divinity/Performance/Soulweave regenerates 20% faster.

○ Reinforced: Empty

Crafted under weightless conditions, this armor is perfectly symmetrical and infused with the raw magical energy of eons of solar flares.

Feet

Requires Class: Warlock, Bard
Minimum Level: 20

4 81 29
365

Completing this collection will give you an additional bonus of ★ 40.

<STUB>Armor blurb. Plunder from the Defense of the Moondancer (Master) trial.



Mod27 - New Items - Pulsar items - Wizard and warlock

Pulsar Cap

Item Level: 2,600

Recommended # Binds on Pickup (Account)
Binds on Equip (Character)

+1,950 Critical Strike
+1,170 Critical Severity
+780 Defense
+2,340 Combined Rating
Equip: Shielded Force
When you have a Shield or Temp HP, your Ranged Powers do 7% more damage.

Reinforced: Empty

Rumored to have been forged in the heart of a collapsing nebula, this armor is unfathomably dense and radiates raw power.

Head
Requires Class: Warlock, Wizard
Minimum Level: 20

3 20 86
330

Pulsar Coat

Item Level: 2,600

Recommended # Binds on Pickup (Account)
Binds on Equip (Character)

+1,950 Combat Advantage
+1,170 Critical Strike
+780 Forte
+2,340 Combined Rating
Equip: Ruthless Might
When you damage or heal your target for more than 10% of your Maximum Hit Points in a single blow, you gain 1.5% Critical Strike and Critical Severity for 15 seconds. (Max stack 5)

Reinforced: Empty

Rumored to have been forged in the heart of a collapsing nebula, this armor is unfathomably dense and radiates raw power.

Armor
Requires Class: Warlock, Wizard
Minimum Level: 20

3 20 86
330

Pulsar Sleeves

Item Level: 2,600

Recommended # Binds on Pickup (Account)
Binds on Equip (Character)

+1,950 Accuracy
+1,170 Combat Advantage
+780 Critical Severity
+2,340 Combined Rating
Equip: Escalating Torrent
Gain 400 Power for 10 seconds when you strike an enemy, lose a stack when you are struck. Stacks 20 times.

Reinforced: Empty

Rumored to have been forged in the heart of a collapsing nebula, this armor is unfathomably dense and radiates raw power.

Arms
Requires Class: Warlock, Wizard
Minimum Level: 20

3 20 86
330

Pulsar Poulaines

Item Level: 2,600

Binds on Pickup (Account)
Binds on Equip (Character)

+780 Accuracy
+1,170 Combat Advantage
+1,950 Critical Severity
+2,340 Combined Rating
Equip: Tenacious Luck
When in combat with only one enemy, your Critical Strike is increased by 7%.

Reinforced: Empty

Rumored to have been forged in the heart of a collapsing nebula, this armor is unfathomably dense and radiates raw power.

Feet
Requires Class: Warlock, Wizard
Minimum Level: 20

3 20 86
330

Completing this collection will give you an additional bonus of **40**.

<STUB>Armor blurb. Plunder from the Defense of the Moondancer (Advanced) trial, or purchase from the trial store.



You can find this in:

* Defense of the Moondancer (Advanced)



Mod27 - New Items - Pulsar items - Rogue, Cleric, Bard, Ranger

Pulsar Hat

Item Level: 2,600

★ Recommended

☞ Binds on Equip
(Character)

+1,950 Critical Strike
+1,170 Critical Severity
+780 Control Bonus
+2,340 Combined Rating

Equip: Executioner's Grace

When you kill an enemy, your Forte increases by 7.5% for 10 seconds.

○ Reinforced: Empty

Rumored to have been forged in the heart of a collapsing nebula, this armor is unfathomably dense and radiates raw power.

Head

Requires Class: Rogue, Cleric, Bard, Ranger
Minimum Level: 20

Cannot Sell
330

Pulsar Vest

Item Level: 2,600

★ Recommended

☞ Binds on Equip
(Character)

+1,170 Accuracy
+1,950 Combat Advantage
+780 Critical Avoidance
+2,340 Combined Rating
Equip: Defender Strike
Gain 1% Damage Resistance when you strike an enemy. Stacks 5 times. When you are struck, the stacks are consumed and you gain 1% Damage per stack consumed for 10 seconds.

Stacks cannot be applied at the same time.

○ Reinforced: Empty

Rumored to have been forged in the heart of a collapsing nebula, this armor is unfathomably dense and radiates raw power.

Armor

Requires Class: Rogue, Cleric, Bard, Ranger
Minimum Level: 20

Cannot Sell

Pulsar Wristguards

Item Level: 2,600

★ Recommended

☞ Binds on Equip
(Character)

+1,950 Accuracy
+1,170 Critical Strike
+780 Awareness
+2,340 Combined Rating
Equip: Escalating Torrent
Gain 400 Power for 10 seconds when you strike an enemy, lose a stack when you are struck. Stacks 20 times.

○ Reinforced: Empty

Rumored to have been forged in the heart of a collapsing nebula, this armor is unfathomably dense and radiates raw power.

Arms

Requires Class: Rogue, Cleric, Bard, Ranger
Minimum Level: 20

Cannot Sell

Pulsar Boots

Item Level: 2,600

★ Recommended

☞ Binds on Equip
(Character)

+1,170 Combat Advantage
+1,950 Critical Severity
+780 Defense
+2,340 Combined Rating
Equip: Tenacious Luck
When in combat with only one enemy, your Critical Strike is increased by 7%.

○ Reinforced: Empty

Rumored to have been forged in the heart of a collapsing nebula, this armor is unfathomably dense and radiates raw power.

Feet

Requires Class: Rogue, Cleric, Bard, Ranger
Minimum Level: 20

Cannot Sell

Completing this collection will give you an additional bonus of ★ 40.

<STUB>Armor blurb. Plunder from the Defense of the Moondancer (Advanced) trial, or purchase from the trial store.



PLACEHOLDER

You can find this in:

★ Defense of the Moondancer (Advanced)

Mod27 - New Items - Pulsar Items - Warlock, Bard

Pulsar Coif

Item Level: 2,600

★ Recommended

☞ Binds on Equip
(Character)

+780 Combat Advantage
+1,170 Deflect Severity
+1,950 Outgoing Healing
+2,340 Combined Rating

Equip: Gladiator's Focus

For every 5 seconds you are in combat, you gain 1% Critical Strike, to the max of 12%

○ Reinforced: Empty

Rumored to have been forged in the heart of a collapsing nebula, this armor is unfathomably dense and radiates raw power.

Head

Requires Class: Warlock, Bard
Minimum Level: 20

★ 0/364 Cannot Sell
330

Pulsar Leathers

Item Level: 2,600

★ Recommended

☞ Binds on Equip
(Character)

+1,950 Critical Strike
+1,170 Critical Severity
+780 Critical Avoidance
+2,340 Combined Rating

Equip: Survivor's Gift

Your current Hit Points increases your Outgoing Healing, up to a maximum of 6%.

○ Reinforced: Empty

Rumored to have been forged in the heart of a collapsing nebula, this armor is unfathomably dense and radiates raw power.

Armor

Requires Class: Warlock, Bard

Pulsar Armlets

Item Level: 2,600

★ Recommended

☞ Binds on Equip
(Character)

+1,170 Accuracy
+1,950 Combat Advantage
+780 Defense
+2,340 Combined Rating

Equip: Contender's Action

At the start of combat, your AP Gain is increased by 25% for 10 seconds.

○ Reinforced: Empty

Rumored to have been forged in the heart of a collapsing nebula, this armor is unfathomably dense and radiates raw power.

Arms

Requires Class: Warlock, Bard
Minimum Level: 20

Pulsar Boots

Item Level: 2,600

★ Recommended

☞ Binds on Equip
(Character)

+1,170 Critical Strike
+1,950 Critical Severity
+780 Control Resistance
+2,340 Combined Rating

Equip: Occult Invigoration

+5% Outgoing Healing
-25% Control Resistance

○ Reinforced: Empty

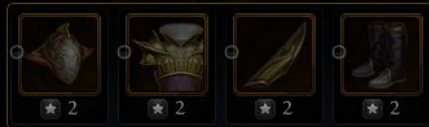
Rumored to have been forged in the heart of a collapsing nebula, this armor is unfathomably dense and radiates raw power.

Feet

Requires Class: Warlock, Bard
Minimum Level: 20

Completing this collection will give you an additional bonus of ★ 40.

<STUB>Armor blurb. Plunder from the Defense of the Moondancer (Advanced) trial, or purchase from the trial store.



You can find this in:

★ Defense of the Moondancer (Advanced)



Mod27 - New Items - Pulsar Items - Barbarian, Fighter

Pulsar Helmet

Item Level: 2,600

- # Binds on Pickup (Account)
- # Binds on Equip (Character)

+1,950 Critical Strike
+1,170 Critical Severity
+780 Defense
+2,340 Combined Rating

Equip: Executioner's Grace

When you kill an enemy, your Forte increases by 7.5% for 10 seconds.

Reinforced: Empty

Rumored to have been forged in the heart of a collapsing nebula, this armor is unfathomably dense and radiates raw power.

Head

Requires Class: Barbarian, Fighter

Minimum Level: 20

3 20 86
330

Pulsar Cuirass

Item Level: 2,600

- # Binds on Pickup (Account)
- # Binds on Equip (Character)

+1,950 Combat Advantage
+1,170 Critical Strike
+780 Forte
+2,340 Combined Rating

Equip: Defender Strike

Gain 1% Damage Resistance when you strike an enemy. Stacks 5 times. When you are struck, the stacks are consumed and you gain 1% Damage per stack consumed for 10 seconds.

Stacks cannot be applied at the same time.

Reinforced: Empty

Rumored to have been forged in the heart of a collapsing nebula, this armor is unfathomably dense and radiates raw power.

Armor

Requires Class: Barbarian, Fighter

Pulsar Vambraces

Item Level: 2,600

- # Binds on Pickup (Account)
- # Binds on Equip (Character)

+1,950 Accuracy
+1,170 Combat Advantage
+780 Critical Severity
+2,340 Combined Rating

Equip: Escalating Torrent

Gain 400 Power for 10 seconds when you strike an enemy, lose a stack when you are struck. Stacks 20 times.

Reinforced: Empty

Rumored to have been forged in the heart of a collapsing nebula, this armor is unfathomably dense and radiates raw power.

Arms

Requires Class: Barbarian, Fighter

Minimum Level: 20

3 20 86

Pulsar Sabatons

Item Level: 2,600

- # Binds on Pickup (Account)
- # Binds on Equip (Character)

+780 Accuracy
+1,170 Combat Advantage
+1,950 Critical Strike
+2,340 Combined Rating

Equip: Tenacious Luck

When in combat with only one enemy, your Critical Strike is increased by 7%.

Reinforced: Empty

Rumored to have been forged in the heart of a collapsing nebula, this armor is unfathomably dense and radiates raw power.

Feet

Requires Class: Barbarian, Fighter

Minimum Level: 20

3 20 86
330

Completing this collection will give you an additional bonus of ★ 40.

<STUB>Armor blurb. Plunder from the Defense of the Moondancer (Advanced) trial, or purchase from the trial store.



You can find this in:

* Defense of the Moondancer (Advanced)

Mod27 - New Items - Pulsar Items - Barbarian, Fighter, Paladin

Pulsar Armet

Item Level: 2,600

Binds on Pickup (Account)

Binds on Equip (Character)

+1,170 Accuracy
+1,950 Defense
+780 Awareness
+2,340 Combined Rating

Equip: Renegade's Stamina

Whenever you Deflect an attack, gain 2% Stamina Regeneration for 10 seconds. (Max stack 5)

Reinforced: Empty

Rumored to have been forged in the heart of a collapsing nebula, this armor is unfathomably dense and radiates raw power.

Head

Requires Class: Paladin, Barbarian, Fighter
Minimum Level: 20

3 20 86
330

Pulsar Breastplate

Item Level: 2,600

Binds on Pickup (Account)

Binds on Equip (Character)

+1,950 Awareness
+780 Forte
+1,170 Incoming Healing
+2,340 Combined Rating

Equip: Controlled Strike

Gain 1% Control Bonus when you strike an enemy. Stacks 5 times. When you are struck, the stacks are consumed and you gain 1% Damage Resistance per stack consumed for 10 seconds.

Stacks cannot be applied at the same time.

Reinforced: Empty

Rumored to have been forged in the heart of a collapsing nebula, this armor is unfathomably dense and radiates raw power.

Armor

Requires Class: Paladin, Barbarian, Fighter
Minimum Level: 20

Pulsar Gauntlets

Item Level: 2,600

Binds on Pickup (Account)

Binds on Equip (Character)

+780 Awareness
+1,170 Critical Avoidance
+1,950 Incoming Healing
+2,340 Combined Rating
Equip: Death Defier's Haste
Gain 1% Recharge Speed for each enemy you are engaged in battle within 100'. (Max of 10 targets)

Reinforced: Empty

Rumored to have been forged in the heart of a collapsing nebula, this armor is unfathomably dense and radiates raw power.

Arms

Requires Class: Paladin, Barbarian, Fighter
Minimum Level: 20

3 20 86
330

Right-click to preview

Pulsar Greaves

Item Level: 2,600

Binds on Pickup (Account)

Binds on Equip (Character)

+780 Defense
+1,950 Critical Avoidance
+1,170 Deflection
+2,340 Combined Rating
Equip: The Ol' Switcheroo
+7.5% Incoming Healing
-10000 Accuracy

Reinforced: Empty

Rumored to have been forged in the heart of a collapsing nebula, this armor is unfathomably dense and radiates raw power.

Feet

Requires Class: Paladin, Barbarian, Fighter
Minimum Level: 20

3 20 86
330

Right-click to preview

Completing this collection will give you an additional bonus of 40.

<STUB>Armor blurb. Plunder from the Defense of the Moondancer (Advanced) trial, or purchase from the trial store.



PLACEHOLDER

You can find this in:

Defense of the Moondancer (Advanced)



Mod27 - New Items - Pulsar Items - Paladin, Cleric

Pulsar Helm

Item Level: 2,600

Binds on Pickup (Account)
Binds on Equip (Character)

+1,170 Critical Strike
+780 Defense
+1,950 Outgoing Healing
+2,340 Combined Rating
Equip: Gladiator's Focus
For every 5 seconds you are in combat, you gain 1% Critical Strike, to the max of 12%

○ Reinforced: Empty

Rumored to have been forged in the heart of a collapsing nebula, this armor is unfathomably dense and radiates raw power.

Head
Requires Class: Paladin, Cleric
Minimum Level: 20

3 20 86
330

Pulsar Half-Plate

Item Level: 2,600

Binds on Pickup (Account)
Binds on Equip (Character)

+1,950 Critical Strike
+780 Forte
+1,170 Outgoing Healing
+2,340 Combined Rating
Equip: Survivor's Gift
Your current Hit Points increases your Outgoing Healing, up to a maximum of 6%.

○ Reinforced: Empty

Rumored to have been forged in the heart of a collapsing nebula, this armor is unfathomably dense and radiates raw power.

Armor
Requires Class: Paladin, Cleric
Minimum Level: 20

3 20 86
330

Pulsar Gloves

Item Level: 2,600

Binds on Pickup (Account)
Binds on Equip (Character)

+780 Critical Severity
+1,950 Awareness
+1,170 Outgoing Healing
+2,340 Combined Rating
Equip: Charged Rejuvenation
Whenever you are healed in combat, you have a 10% chance to gain 5% Recharge Speed for 10 seconds. (20 second cooldown)

○ Reinforced: Empty

Rumored to have been forged in the heart of a collapsing nebula, this armor is unfathomably dense and radiates raw power.

Arms
Requires Class: Paladin, Cleric
Minimum Level: 20

3 20 86

Pulsar Sollerets

Item Level: 2,600

Binds on Pickup (Account)
Binds on Equip (Character)

+1,170 Critical Strike
+1,950 Critical Severity
+780 Outgoing Healing
+2,340 Combined Rating
Equip: Self Sacrifice
+5% Outgoing Healing
-5% Awareness

○ Reinforced: Empty

Rumored to have been forged in the heart of a collapsing nebula, this armor is unfathomably dense and radiates raw power.

Feet
Requires Class: Paladin, Cleric
Minimum Level: 20

3 20 86
330

Completing this collection will give you an additional bonus of 40.
<STUB>Armor blurb, Plunder from the Defense of the Moondancer (Advanced) trial, or purchase from the trial store.



You can find this in:
* Defense of the Moondancer (Advanced)

Mod27 - New Items - Astral Raider's Armor - Wizard, Warlock

Astral Raider's Cap

Item Level: 2,200

- ★ Recommended
- ☞ Binds on Pickup (Account)
- ☞ Binds on Equip (Character)

+1,320 Accuracy
+990 Defense
+990 Control Resistance
+1,980 Combined Rating
Equip: **Reckless Brutality**

Whenever you deal damage to an enemy gain a stack of Reckless Brutality, increasing your Power by 2000 but increasing your damage taken by 2% for 5 seconds. (Max 5 stacks)

☐ Reinforced: Empty

The materials used to craft this delicate, yet durable armor do not appear to have originated on Toril. Whether forged by stellar smiths or meteor hunters, however, you cannot say.

Head
Requires Class: Warlock, Wizard
Minimum Level: 20

Cannot Sell
300

Astral Raider's Coat

Item Level: 2,200

- ★ Recommended
- ☞ Binds on Pickup (Account)
- ☞ Binds on Equip (Character)

+1,320 Critical Strike
+990 Defense
+990 Critical Avoidance
+1,980 Combined Rating
Equip: **Death Defying Advantage**
Gain 2% **Combat Advantage** for each enemy you are engaged in battle within 100'. (Max of 10 targets)

☐ Reinforced: Empty

The materials used to craft this delicate, yet durable armor do not appear to have originated on Toril. Whether forged by stellar smiths or meteor hunters, however, you cannot say.

Armor
Requires Class: Warlock, Wizard
Minimum Level: 20

Cannot Sell
300

Astral Raider's Sleeves

Item Level: 2,200

- ★ Recommended
- ☞ Binds on Pickup (Account)
- ☞ Binds on Equip (Character)

+1,320 Critical Severity
+990 Defense
+990 Incoming Healing
+1,980 Combined Rating
Equip: **Scaled Furor**
Grants up to 20% bonus **Damage** when your total item level is being scaled down.
Currently: 0 **Damage** (0%)

☐ Reinforced: Empty

The materials used to craft this delicate, yet durable armor do not appear to have originated on Toril. Whether forged by stellar smiths or meteor hunters, however, you cannot say.

Arms
Requires Class: Warlock, Wizard
Minimum Level: 20

Cannot Sell
300

Astral Raider's Poulaines

Item Level: 2,200

- ★ Recommended
- ☞ Binds on Pickup (Account)
- ☞ Binds on Equip (Character)

+990 Defense
+1,320 Deflection
+990 Control Resistance
+1,980 Combined Rating
Equip: **Scaled Disdain**
Grants up to 20% bonus **rDres** when your total item level is being scaled down.
Currently: 0% **Damage** Reduction

☐ Reinforced: Empty

The materials used to craft this delicate, yet durable armor do not appear to have originated on Toril. Whether forged by stellar smiths or meteor hunters, however, you cannot say.

Feet
Requires Class: Warlock, Wizard
Minimum Level: 20

Cannot Sell
300

Completing this collection will give you an additional bonus of ★ 20.
<STUB>Armor blurb. Found on bosses and in special chests during Astral Elf Invasions. May also be purchased from the Buzzlejewel vendor.



You can find this in:

* Xaryxian Invasions



Mod27 - New Items - Astral Raider's Armor - Barbarian, Fighter

Astral Raider's Helmet

Item Level: 2,200

★ Recommended

☞ Binds on Pickup
(Account)

☞ Binds on Equip
(Character)

+1,320 Accuracy
+990 Defense
+990 Deflection
+1,980 Combined Rating

Equipment: Reckless Brutality

Whenever you deal damage to an enemy gain a stack of Reckless Brutality, increasing your Power by 2000 but increasing your damage taken by 2% for 5 seconds. (Max 5 stacks)

○ Reinforced: Empty

The materials used to craft this delicate, yet durable armor do not appear to have originated on Toril. Whether forged by stellar smiths or meteor hunters, however, you cannot say.

Head

Requires Class: Barbarian, Fighter

Minimum Level: 20

Astral Raider's Cuirass

Item Level: 2,200

★ Recommended

☞ Binds on Pickup
(Account)

☞ Binds on Equip
(Character)

+1,320 Critical Strike
+990 Defense
+990 Deflection
+1,980 Combined Rating

Equipment: Death Defying Advantage

Gain 2% Combat Advantage for each enemy you are engaged in battle within 100'. (Max of 10 targets)

○ Reinforced: Empty

The materials used to craft this delicate, yet durable armor do not appear to have originated on Toril. Whether forged by stellar smiths or meteor hunters, however, you cannot say.

Armor

Requires Class: Barbarian, Fighter

Minimum Level: 20

Cannot Sell

246/1,012

Astral Raider's Gauntlets

Item Level: 2,200

★ Recommended

☞ Binds on Pickup
(Account)

☞ Binds on Equip
(Character)

+990 Defense
+1,320 Critical Avoidance
+990 Control Resistance
+1,980 Combined Rating

Equipment: Scaled Furor

Grants up to 20% bonus Damage when your total item level is being scaled down. Currently: 0 Damage (0%)

○ Reinforced: Empty

The materials used to craft this delicate, yet durable armor do not appear to have originated on Toril. Whether forged by stellar smiths or meteor hunters, however, you cannot say.

Arms

Requires Class: Paladin, Barbarian, Fighter

Minimum Level: 20

Cannot Sell

Astral Raider's Sabatons

Item Level: 2,200

★ Recommended

☞ Binds on Pickup
(Account)

☞ Binds on Equip
(Character)

+990 Critical Severity
+990 Defense
+1,320 Incoming Healing
+1,980 Combined Rating

Equipment: Scaled Disdain

Grants up to 20% bonus rDres when your total item level is being scaled down. Currently: 0% Damage Reduction

○ Reinforced: Empty

The materials used to craft this delicate, yet durable armor do not appear to have originated on Toril. Whether forged by stellar smiths or meteor hunters, however, you cannot say.

Feet

Requires Class: Barbarian, Fighter

Minimum Level: 20

Cannot Sell

246/1,012

Completing this collection will give you an additional bonus of ★ 20.

<STUB>Armor blurb. Found on bosses and in special chests during Astral Elf Invasions. May also be purchased from the Buzzjewel vendor.



PLACEHOLDER

You can find this in:

* Xaryxian Invasions



Mod27 - New Items - Astral Raider's Armor - Barbarian, Fighter, Paladin

Astral Raider's Armet

Item Level: 2,200

- ★ Recommended
- ☞ Binds on Pickup (Account)
- ☞ Binds on Equip (Character)

+990 Accuracy
+990 Defense
+1,320 Deflect Severity
+1,980 Combined Rating
Equip: The Ol' Switcheroo
+5% Incoming Healing
-7500 Accuracy

Reinforced: Empty

The materials used to craft this delicate, yet durable armor do not appear to have originated on Toril. Whether forged by stellar smiths or meteor hunters, however, you cannot say.

Head
Requires Class: Paladin, Barbarian, Fighter
Minimum Level: 20

Astral Raider's Breastplate

Item Level: 2,200

- ★ Recommended
- ☞ Binds on Pickup (Account)
- ☞ Binds on Equip (Character)

+990 Defense
+990 Control Resistance
+1,320 Incoming Healing
+1,980 Combined Rating
Equip: Death Defier's Haste
Gain 1% Recharge Speed for each enemy you are engaged in battle within 100'. (Max of 10 targets)

Reinforced: Empty

The materials used to craft this delicate, yet durable armor do not appear to have originated on Toril. Whether forged by stellar smiths or meteor hunters, however, you cannot say.

Armor
Requires Class: Paladin, Barbarian, Fighter
Minimum Level: 20

Astral Raider's Gauntlets

Item Level: 2,200

- ★ Recommended
- ☞ Binds on Pickup (Account)
- ☞ Binds on Equip (Character)

+990 Defense
+1,320 Critical Avoidance
+990 Control Resistance
+1,980 Combined Rating
Equip: Scaled Furor
Grants up to 20% bonus Damage when your total item level is being scaled down.
Currently: 0 Damage (0%)

Reinforced: Empty

The materials used to craft this delicate, yet durable armor do not appear to have originated on Toril. Whether forged by stellar smiths or meteor hunters, however, you cannot say.

Arms
Requires Class: Paladin, Barbarian, Fighter
Minimum Level: 20

Astral Raider's Greaves

Item Level: 2,200

- ★ Recommended
- ☞ Binds on Pickup (Account)
- ☞ Binds on Equip (Character)

+990 Defense
+1,320 Awareness
+990 Critical Avoidance
+1,980 Combined Rating
Equip: Scaled Dismain
Grants up to 20% bonus rDres when your total item level is being scaled down.
Currently: 0% Damage Reduction

Reinforced: Empty

The materials used to craft this delicate, yet durable armor do not appear to have originated on Toril. Whether forged by stellar smiths or meteor hunters, however, you cannot say.

Feet
Requires Class: Paladin, Barbarian, Fighter
Minimum Level: 20

Completing this collection will give you an additional bonus of ★ 20.

<STUB>Armor blurb. Found on bosses and in special chests during Astral Elf Invasions. May also be purchased from the Buzzjewel vendor.



You can find this in:

* Xaryxian Invasions



Mod27 - New Items - Astral Raider's Armor - Rogue, Cleric, Bard, Ranger

Astral Raider's Hat

Item Level: 2,200

Recommended Binds on Pickup (Account)
 Binds on Equip (Character)

+1,320 Critical Strike
+990 Defense
+990 Incoming Healing
+1,980 Combined Rating

Equip: Reckless Brutality
Whenever you deal damage to an enemy gain a stack of Reckless Brutality, increasing your **Power** by 2000 but increasing your damage taken by 2% for 5 seconds. (Max 5 stacks)

Reinforced: Empty

The materials used to craft this delicate, yet durable armor do not appear to have originated on Toril. Whether forged by stellar smiths or meteor hunters, however, you cannot say.

Head
Requires Class: Rogue, Cleric, Bard, Ranger
Minimum Level: 20

Cannot Sell 300

Astral Raider's Vest

Item Level: 2,200

Recommended Binds on Pickup (Account)
 Binds on Equip (Character)

+990 Defense
+1,320 Deflection
+990 Incoming Healing
+1,980 Combined Rating
Equip: Death Defying Advantage
Gain 2% **Combat Advantage** for each enemy you are engaged in battle within 100'. (Max of 10 targets)

Reinforced: Empty

The materials used to craft this delicate, yet durable armor do not appear to have originated on Toril. Whether forged by stellar smiths or meteor hunters, however, you cannot say.

Armor
Requires Class: Rogue, Cleric, Bard, Ranger
Minimum Level: 20

Cannot Sell 300

Astral Raider's Wristguards

Item Level: 2,200

Recommended Binds on Pickup (Account)
 Binds on Equip (Character)

+1,320 Combat Advantage
+990 Defense
+990 Control Resistance
+1,980 Combined Rating
Equip: Scaled Furor
Grants up to 20% bonus **Damage** when your total item level is being scaled down.
Currently: 0 **Damage** (0%)

Reinforced: Empty

The materials used to craft this delicate, yet durable armor do not appear to have originated on Toril. Whether forged by stellar smiths or meteor hunters, however, you cannot say.

Arms
Requires Class: Rogue, Cleric, Bard, Ranger
Minimum Level: 20

Cannot Sell 300

Astral Raider's Boots

Item Level: 2,200

Recommended Binds on Pickup (Account)
 Binds on Equip (Character)

+990 Defense
+1,320 Awareness
+990 Critical Avoidance
+1,980 Combined Rating
Equip: Scaled Disdain
Grants up to 20% bonus **rDres** when your total item level is being scaled down.
Currently: 0% **Damage Reduction**

Reinforced: Empty

The materials used to craft this delicate, yet durable armor do not appear to have originated on Toril. Whether forged by stellar smiths or meteor hunters, however, you cannot say.

Feet
Requires Class: Rogue, Cleric, Bard, Ranger
Minimum Level: 20

Cannot Sell 300

Completing this collection will give you an additional bonus of 20.

<STUB>Armor blurb. Found on bosses and in special chests during Astral Elf Invasions. May also be purchased from the Buzzjewel vendor.



You can find this in:

* Xaryxian Invasions



Mod27 - New Items - Astral Raider's Items - Bard, Warlock

Astral Raider's Coif

Item Level: 2,200

★ Recommended

☞ Binds on Pickup (Account)

☞ Binds on Equip (Character)

+1,320 Critical Strike
+990 Defense
+990 Deflect Severity
+1,980 Combined Rating

Equip: Healer's Sacrifice
Increases total Outgoing Healing by 5%. Decreases Incoming Healing by 30%.

○ Reinforced: Empty

The materials used to craft this delicate, yet durable armor do not appear to have originated on Toril. Whether forged by stellar smiths or meteor hunters, however, you cannot say.

Head
Requires Class: Warlock, Bard
Minimum Level: 20

Cannot Sell

Astral Raider's Leathers

Item Level: 2,200

★ Recommended

☞ Binds on Pickup (Account)

☞ Binds on Equip (Character)

+1,320 Critical Severity
+990 Defense
+990 Deflection
+1,980 Combined Rating
Equip: Death Defying Medic
Gain 1500 Outgoing Healing for each enemy you are engaged in battle within 100'. (Max of 10 targets)

○ Reinforced: Empty

The materials used to craft this delicate, yet durable armor do not appear to have originated on Toril. Whether forged by stellar smiths or meteor hunters, however, you cannot say.

Armor
Requires Class: Warlock, Bard
Minimum Level: 20

Cannot Sell

Astral Raider's Armlets

Item Level: 2,200

★ Recommended

☞ Binds on Pickup (Account)

☞ Binds on Equip (Character)

+990 Defense
+990 Deflect Severity
+1,320 Outgoing Healing
+1,980 Combined Rating
Equip: Scaled Furor
Grants up to 20% bonus Damage when your total item level is being scaled down.
Currently: 0 Damage (0%)

○ Reinforced: Empty

The materials used to craft this delicate, yet durable armor do not appear to have originated on Toril. Whether forged by stellar smiths or meteor hunters, however, you cannot say.

Arms
Requires Class: Warlock, Bard
Minimum Level: 20

Cannot Sell

Astral Raider's Boots

Item Level: 2,200

★ Recommended

☞ Binds on Pickup (Account)

☞ Binds on Equip (Character)

+990 Defense
+990 Awareness
+1,320 Incoming Healing
+1,980 Combined Rating
Equip: Scaled Disdain
Grants up to 20% bonus rDres when your total item level is being scaled down.
Currently: 0% Damage Reduction

○ Reinforced: Empty

The materials used to craft this delicate, yet durable armor do not appear to have originated on Toril. Whether forged by stellar smiths or meteor hunters, however, you cannot say.

Feet
Requires Class: Warlock, Bard
Minimum Level: 20

Cannot Sell

Completing this collection will give you an additional bonus of ★ 20.

<STUB>Armor blurb. Found on bosses and in special chests during Astral Elf Invasions. May also be purchased from the Buzzjewel vendor.



You can find this in:

* Xaryxian Invasions



Mod27 - New Items - Astral Raider's Items - Paladin, Cleric

Astral Raider's Helm

Item Level: 2,200

- ★ Recommended
- ☞ Binds on Pickup (Account)
- ☞ Binds on Equip (Character)

+990 Defense
 +1,320 Critical Avoidance
 +990 Outgoing Healing
 +1,980 Combined Rating
 Equip: **Healer's Sacrifice**
 Increases total Outgoing Healing by 5%. Decreases Incoming Healing by 30%.

○ Reinforced: Empty

The materials used to craft this delicate, yet durable armor do not appear to have originated on Toril. Whether forged by stellar smiths or meteor hunters, however, you cannot say.

Head
 Requires Class: Paladin, Cleric
 Minimum Level: 20

Astral Raider's Breastplate

Item Level: 2,200

- ★ Recommended
- ☞ Binds on Pickup (Account)
- ☞ Binds on Equip (Character)

+990 Defense
 +1,320 Control Bonus
 +990 Incoming Healing
 +1,980 Combined Rating
 Equip: **Death Defying Medic**
 Gain 1500 Outgoing Healing for each enemy you are engaged in battle within 100'. (Max of 10 targets)

○ Reinforced: Empty

The materials used to craft this delicate, yet durable armor do not appear to have originated on Toril. Whether forged by stellar smiths or meteor hunters, however, you cannot say.

Armor
 Requires Class: Paladin, Cleric
 Minimum Level: 20

Astral Raider's Gloves

Item Level: 2,200

- ★ Recommended
- ☞ Binds on Pickup (Account)
- ☞ Binds on Equip (Character)

+990 Defense
 +990 Deflection
 +1,320 Outgoing Healing
 +1,980 Combined Rating
 Equip: **Scaled Furor**
 Grants up to 20% bonus Damage when your total item level is being scaled down. Currently: 0 Damage (0%)

○ Reinforced: Empty

The materials used to craft this delicate, yet durable armor do not appear to have originated on Toril. Whether forged by stellar smiths or meteor hunters, however, you cannot say.

Arms
 Requires Class: Paladin, Cleric
 Minimum Level: 20

Astral Raider's Sollerets

Item Level: 2,200

- ★ Recommended
- ☞ Binds on Pickup (Account)
- ☞ Binds on Equip (Character)

+1,320 Accuracy
 +990 Critical Strike
 +990 Defense
 +1,980 Combined Rating
 Equip: **Scaled Disdain**
 Grants up to 20% bonus rDres when your total item level is being scaled down. Currently: 0% Damage Reduction

○ Reinforced: Empty

The materials used to craft this delicate, yet durable armor do not appear to have originated on Toril. Whether forged by stellar smiths or meteor hunters, however, you cannot say.

Feet
 Requires Class: Paladin, Cleric
 Minimum Level: 20

Completing this collection will give you an additional bonus of ★ 20.

<STUB>Armor blurb. Found on bosses and in special chests during Astral Elf Invasions. May also be purchased from the Buzzjewel vendor.



You can find this in:

★ Xaryxian Invasions



Mod27 - New Items - Astral Artifact set

You can find this in:

Inventory Mail Guild Plus

* Light of Xaryxis Campaign



Astral Seed Tendril

Item Level: 1,500

Binds on Equip
(Character)



Created in an era past by House Baenre, this sigil is capable of unleashing a deadly barrage of magical bolts.

Recharge Time: 60s

+1,125 Power

+1,125 Accuracy

+1,125 Deflection

+1,275 Combined Rating

Use: Deals 89,363 arcane damage to nearby enemies, healing you for 89,766 for each target hit. Deals an additional 119,151 over 12 seconds, healing you for 119,688 for each target affected.

In Wildspace: Bonuses are currently doubled.

Set Astral Absorption (0/3)

One of:
Draining Talisman 4,691

Draining Choker

One of:
Draining Girdle
Draining Sash
Astral Seed Tendril

3 of Set: Astral Absorption 31,272,347

While taking damage, you will begin to subtly drain the energy of your attackers.

ZONE REWARDS

If you are reduced below 90% health, this stored energy will explode forth, damaging all nearby enemies for 54 arcane damage, and shielding you from 120 damage for 4s.

Total Points: 4,770 453
If reduced below 25% health, additional energy will burst forth, dealing 108 to all nearby enemies, as well as stunning them for 2s. Additionally, this second burst will heal nearby party members for 271 health.

Each of these effects may only occur once every 30s.

Minimum Level: 20

Maximum Quality

Cannot Sell

Neck

Draining Choker

Item Level: 2,250

Binds on Pickup
(Account)

Binds on Equip
(Character)

+6 INT

+1,688 Critical Strike

+16,875 Forte

+2,025 Combined Rating

Reinforced: Empty

Set Astral Absorption (0/3)

One of:
Draining Talisman
Draining Choker

One of:
Draining Girdle
Draining Sash
Astral Seed Tendril

Draining Talisman

Item Level: 2,250

Binds on Pickup
(Account)

Binds on Equip
(Character)

+6 DEX

+1,688 Combat Advantage

+1,688 Critical Severity

+2,025 Combined Rating

Reinforced: Empty

Set Astral Absorption (0/3)

One of:
Draining Talisman
Draining Choker

One of:
Draining Girdle
Draining Sash
Astral Seed Tendril

Belt

Draining Girdle

Item Level: 2,250

Binds on Pickup
(Account)

Binds on Equip
(Character)

+3 INT

+3 WIS

+1,688 Combat Advantage

+1,688 Control Bonus

+2,025 Combined Rating

Reinforced: Empty

Set Astral Absorption (0/3)

One of:
Draining Talisman
Draining Choker

One of:
Draining Girdle
Draining Sash
Astral Seed Tendril

Draining Sash

Item Level: 2,250

Binds on Pickup
(Account)

Binds on Equip
(Character)

+3 CON

+3 CHA

+1,688 Critical Avoidance

+1,688 Deflection

+2,025 Combined Rating

Reinforced: Empty

Set Astral Absorption (0/3)

One of:
Draining Talisman
Draining Choker

One of:
Draining Girdle
Draining Sash
Astral Seed Tendril

NEVERWINTER
SPELLJAMMER

Mod27 - New Items - Portable Spelljammer Artifacts Set

You can find this in:

* Defense of the Moondancer (Master)
* Defense of the Moondancer (Advanced)

Portable Spelljammer Detector

Item Level: 1,500

Binds on Equip
(Character)



Created in an era past by House Baenre, this sigil is capable of unleashing a deadly barrage of magical bolts.

Recharge Time: 60s

+1,125 Power
+1,125 Accuracy
+1,125 Deflection
+1,275 Combined Rating

Use: Disrupts the flow of spelljamming magic in a 25' radius around your target, dealing 99,292 arcane damage and increasing damage taken by 12% for 10s. Additionally, this effect grants the user 7.5% Critical Severity for 10s.

In Wildspace: Damage and stat buff currently doubled, and resistance debuff effect increased by 2%.

Does not stack with other Revelation effects.

Set Unstable Drive (0/3)

One of:
Detector's Choker
Detector's Pendant

One of:
Detector's Girdle
Detector's Sash

Portable Spelljammer Detector

3 of Set: **Unstable Drive**

Increases the duration of the Portable Spelljammer Detector's resistance debuff by 2s.

Using Encounter powers grants 1% **Combat Advantage, Forte, and Healing** for 10s. Max 7 stacks.

Minimum Level: 20
Maximum Quality

EPIC PVP
EQUIPMENT

Cannot Sell

Neck

Detector's Choker

Item Level: 2,500

Binds on Pickup
(Account)

Binds on Equip
(Character)

+6 WIS
+1,875 Forte
+1,875 Outgoing Healing
+2,250 Combined Rating

Reinforced: Empty

Detector's Pendant

Item Level: 2,500

Binds on Pickup
(Account)

Binds on Equip
(Character)

+6 CON
+1,875 Awareness
+1,875 Incoming Healing
+2,250 Combined Rating

Reinforced: Empty

Belt

Detector's Girdle

Item Level: 2,500

Binds on Pickup
(Account)

Binds on Equip
(Character)

+3 DEX
+3 CHA
+1,875 Combat Advantage
+1,875 Critical Severity
+2,250 Combined Rating

Reinforced: Empty

Detector's Sash

Item Level: 2,500

Binds on Pickup
(Account)

Binds on Equip
(Character)

+3 STR
+3 CHA
+1,875 Critical Strike
+1,875 Forte
+2,250 Combined Rating

Reinforced: Empty

NEVERWINTER
SPELLJAMMER



Mod27 - New Items - Starwoven Shirts

Total Points: ★ 4,770

- * Defense of the Moondancer (Advanced)
- * Seals Store

Shimmering Starwoven Shirt

Item Level: 1,700

★ Recommended # Binds on Equip (Character)

+1,275 Combat Advantage
+1,275 Critical Strike
+1.5% Movement Speed
+1,530 Combined Rating

Equip: Charged Fury
When your Stamina is over 75%, your Power is increased by 7500.

Reinforced: Empty

This cosmic shirt doesn't look like much, but it's absolutely pulsing with magical energy!

Minimum Level: 20

Cannot Sell
300

Vivid Starwoven Shirt

Item Level: 1,700

★ Recommended # Binds on Equip (Character)

+1,275 Deflection
+1,275 Outgoing Healing
+1.5% Movement Speed
+1,530 Combined Rating

Equip: Depleted Defiance
When your Stamina is under 15%, your Movement Speed is increased by 20%.
This boost only applies during combat.

Reinforced: Empty

This cosmic shirt doesn't look like much, but it's absolutely pulsing with magical energy!

Minimum Level: 20

Cannot Sell
300

Luminous Starwoven Shirt

Item Level: 1,700

★ Recommended # Binds on Equip (Character)

+1,275 Critical Strike
+1,275 Critical Severity
+1.5% Movement Speed
+1,530 Combined Rating

Equip: Charged Fury
When your Stamina is over 75%, your Power is increased by 7500.

Reinforced: Empty

This cosmic shirt doesn't look like much, but it's absolutely pulsing with magical energy!

Minimum Level: 20

Cannot Sell
300

Dazzling Starwoven Shirt

Item Level: 1,700

★ Recommended # Binds on Equip (Character)

+1,275 Combat Advantage
+1,275 Deflection
+1.5% Movement Speed
+1,530 Combined Rating

Equip: Depleted Defiance
When your Stamina is under 15%, your Movement Speed is increased by 20%.
This boost only applies during combat.

Reinforced: Empty

This cosmic shirt doesn't look like much, but it's absolutely pulsing with magical energy!

Minimum Level: 20

Cannot Sell
300

Illuminated Starwoven Shirt

Item Level: 1,700

★ Recommended # Binds on Equip (Character)

+1,275 Accuracy
+1,275 Critical Strike
+1.5% Movement Speed
+1,530 Combined Rating

Equip: Charged Fury
When your Stamina is over 75%, your Power is increased by 7500.

Reinforced: Empty

This cosmic shirt doesn't look like much, but it's absolutely pulsing with magical energy!

Minimum Level: 20

Cannot Sell
300

Brilliant Starwoven Shirt

Item Level: 1,700

★ Recommended # Binds on Equip (Character)

+1,275 Critical Severity
+1,275 Outgoing Healing
+1.5% Movement Speed
+1,530 Combined Rating

Equip: Charged Fury
When your Stamina is over 75%, your Power is increased by 7500.

Reinforced: Empty

This cosmic shirt doesn't look like much, but it's absolutely pulsing with magical energy!

Minimum Level: 20

Cannot Sell
300

NEVERWINTER
SPELLJAMMER



Mod27 - New Items - Starwovern Pants

You can find this in: Total Points: ★ 4,770

- * Defense of the Moondancer (Advanced)
- * Seals Store

Shimmering Starwovern Pants

Item Level: 1,700

Binds on Equip
(Character)

+1,275 Accuracy
+1,275 Deflect Severity
+1.5% Stamina Regeneration
+1,530 Combined Rating

Equip: Charged Might

When your Stamina is over 75%, your Power is increased by 3%.

○ Reinforced: Empty

Vivid Starwovern Pants

Item Level: 1,700

Binds on Equip
(Character)

+1,275 Awareness
+1,275 Control Bonus
+1.5% Stamina Regeneration
+1,530 Combined Rating

Equip: Super Rejuvenation

Whenever you are healed in combat, you have a 10% chance to gain 2% Recharge Speed. (30 second cooldown)

○ Reinforced: Empty

Luminous Starwovern Pants

Item Level: 1,700

Binds on Equip
(Character)

+1,275 Defense
+1,275 Incoming Healing
+1.5% Stamina Regeneration
+1,530 Combined Rating

Equip: Charged Might

When your Stamina is over 75%, your Power is increased by 3%.

○ Reinforced: Empty

Illuminated Starwovern Pants

Item Level: 1,700

Binds on Equip
(Character)

+1,275 Critical Severity
+1,275 Deflect Severity
+1.5% Stamina Regeneration
+1,530 Combined Rating

Equip: Charged Might

When your Stamina is over 75%, your Power is increased by 3%.

○ Reinforced: Empty

Brilliant Starwovern Pants

Item Level: 1,700

Binds on Equip
(Character)

+1,275 Critical Avoidance
+1,275 Outgoing Healing
+1.5% Stamina Regeneration
+1,530 Combined Rating

Equip: Super Rejuvenation

Whenever you are healed in combat, you have a 10% chance to gain 2% Recharge Speed. (30 second cooldown)

○ Reinforced: Empty

Dazzling Starwovern Pants

Item Level: 1,700

Binds on Equip
(Character)

+1,275 Awareness
+1,275 Control Resistance
+1.5% Stamina Regeneration
+1,530 Combined Rating

Equip: Survivor's Rush

Gain Recharge Speed as your health decreases to a maximum of 5%.

○ Reinforced: Empty



Mod27 - New Items - Flarefiber Shirts

You can find this in:

0/332

* Defense of the Moondancer (Master)

Shimmering Flarefiber Shirt

Item Level: 1,800

★ Recommended

☞ Binds on Pickup
(Account)

☞ Binds on Equip
(Character)

+2,700 Accuracy
+1.5% Action Point Gain
+1,620 Combined Rating

Equip: Bloodletting

Whenever you Critically Strike with your Powers, you have a 10% chance to reduce your **Maximum Hit Points** by 20% and gain 3% **Damage** for 10 seconds.

Vivid Flarefiber Shirt

Item Level: 1,800

★ Recommended

☞ Binds on Pickup
(Account)

☞ Binds on Equip
(Character)

+1,350 Critical Strike
+1,350 Incoming Healing
+1.5% Action Point Gain
+1,620 Combined Rating

Equip: Graceful Harmony

You gain 1.5% **Outgoing Healing** for each player in your team. When your teammates are 20' or closer to you, their **Forte** is increased by 1.5%.

Luminous Flarefiber Shirt

Item Level: 1,800

★ Recommended

☞ Binds on Pickup
(Account)

☞ Binds on Equip
(Character)

+2,700 Critical Severity
+1.5% Action Point Gain
+1,620 Combined Rating

Equip: Bloodletting

Whenever you Critically Strike with your Powers, you have a 10% chance to reduce your **Maximum Hit Points** by 20% and gain 3% **Damage** for 10 seconds.

Illuminated Flarefiber Shirt

Item Level: 1,800

★ Recommended

☞ Binds on Pickup
(Account)

☞ Binds on Equip
(Character)

+2,700 Combat Advantage
+1.5% Action Point Gain
+1,620 Combined Rating

Equip: Bloodletting

Whenever you Critically Strike with your Powers, you have a 10% chance to reduce your **Maximum Hit Points** by 20% and gain 3% **Damage** for 10 seconds.

Brilliant Flarefiber Shirt

Item Level: 1,800

★ Recommended

☞ Binds on Pickup
(Account)

☞ Binds on Equip
(Character)

+2,700 Defense
+1.5% Action Point Gain
+1,620 Combined Rating

Equip: Graceful Harmony

You gain 1.5% **Outgoing Healing** for each player in your team. When your teammates are 20' or closer to you, their **Forte** is increased by 1.5%.

Dazzling Flarefiber Shirt

Item Level: 1,800

★ Recommended

☞ Binds on Pickup
(Account)

☞ Binds on Equip
(Character)

+2,700 Awareness
+1.5% Action Point Gain
+1,620 Combined Rating

Equip: Survivor's Remedy

Whenever you **Deflect** an attack, you have a 10% chance to restore 5% of your **Maximum Hit Points**.

This effect may only occur once every 5 seconds.

Mod27 - New Items Flarefiber Pants

You can find this in:

0/333

* Defense of the Moondancer (Master)

Shimmering Flarefiber Pants

Item Level: 1,800

Recommended

Binds on Pickup (Account)

Binds on Equip (Character)

+2,700 Incoming Healing
+1.5% Recharge Speed
+1,620 Combined Rating

Equip: Charged Mastery

When your Stamina is over 75%, your Combat Advantage is increased by 7500.

Reinforced: Empty

These stellar breeches don't look like much, but they're positively bursting with magical energy!

Minimum Level: 20

Vivid Flarefiber Pants

Item Level: 1,800

Recommended

Binds on Pickup (Account)

Binds on Equip (Character)

+1,350 Critical Avoidance
+1,350 Deflect Severity
+1.5% Recharge Speed
+1,620 Combined Rating

Equip: Butcher's Zeal

When you damage or heal your target for more than 15% of your Maximum Hit Points in a single blow, you gain 10 Action Points.

Can only occur once every 5 seconds.

Reinforced: Empty

These stellar breeches don't look like much, but they're positively bursting with magical energy!

Brilliant Flarefiber Pants

Item Level: 1,800

Recommended

Binds on Pickup (Account)

Binds on Equip (Character)

+2,700 Critical Avoidance
+1.5% Recharge Speed
+1,620 Combined Rating

Equip: Butcher's Zeal

When you damage or heal your target for more than 15% of your Maximum Hit Points in a single blow, you gain 10 Action Points.

Can only occur once every 5 seconds.

Reinforced: Empty

These stellar breeches don't look like much, but they're positively bursting with magical energy!

Luminous Flarefiber Pants

Item Level: 1,800

Recommended

Binds on Pickup (Account)

Binds on Equip (Character)

+2,700 Critical Strike
+1.5% Recharge Speed
+1,620 Combined Rating

Equip: Charged Mastery

When your Stamina is over 75%, your Combat Advantage is increased by 7500.

Reinforced: Empty

These stellar breeches don't look like much, but they're positively bursting with magical energy!

Minimum Level: 20

Illuminated Flarefiber Pants

Item Level: 1,800

Recommended

Binds on Pickup (Account)

Binds on Equip (Character)

+2,700 Deflect Severity
+1.5% Recharge Speed
+1,620 Combined Rating

Equip: Charged Mastery

When your Stamina is over 75%, your Combat Advantage is increased by 7500.

Reinforced: Empty

These stellar breeches don't look like much, but they're positively bursting with magical energy!

Minimum Level: 20

Dazzling Flarefiber Pants

Item Level: 1,800

Recommended

Binds on Pickup (Account)

Binds on Equip (Character)

+2,700 Deflection
+1.5% Recharge Speed
+1,620 Combined Rating

Equip: Charged Defiance

When your Stamina is over 75%, you take 3% less damage.

Reinforced: Empty

These stellar breeches don't look like much, but they're positively bursting with magical energy!

Minimum Level: 20

NEVERWINTER
SPELLJAMMER



Mod27 - New Items - Band Rings

You can find this in:

Defense of the Moondancer (Master)

Phlogiston Band of Vengeance

Item Level: 2,500

- ★ Recommended
- ☞ Binds on Pickup (Account)
- ☞ Binds on Equip (Character)

+1,875 Combat Advantage
+5,625 Critical Strike
+1.5% Action Point Gain
+2,000 Combined Rating

Equip: **Brute's Might**

When you are 25' or closer to your target, your **Power** is increased by 5%.

○ Reinforced: Empty

A writhing band of crackling magical energy that somehow leaves the wearer's finger unharmed.

Ring

Minimum Level: 20

3 20 86
330

Phlogiston Band of Discovery

Item Level: 2,500

- ★ Recommended
- ☞ Binds on Pickup (Account)
- ☞ Binds on Equip (Character)

+5,625 Combat Advantage
+1,875 Critical Severity
+1.5% Action Point Gain
+2,000 Combined Rating

Equip: **Maiden's Serenity**

You gain 5% **Critical Strike**. When in combat with 2 or more enemies, you also gain 2.5% **Critical Severity**.

○ Reinforced: Empty

A writhing band of crackling magical energy that somehow leaves the wearer's finger unharmed.

Ring

Minimum Level: 20

3 20 86
330

Phlogiston Band of Adventure

Item Level: 2,500

- ★ Recommended
- ☞ Binds on Pickup (Account)
- ☞ Binds on Equip (Character)

+5,625 Defense
+1,875 Incoming Healing
+1.5% Action Point Gain
+2,000 Combined Rating

Equip: **Warden's Defiance**

Whenever you are damaged for more than 10% of your **Maximum Hit Points** in a single blow, you will take 3% less damage for 10 seconds. Cooldown 30 seconds.

○ Reinforced: Empty

A writhing band of crackling magical energy that somehow leaves the wearer's finger unharmed.

Ring

Minimum Level: 20

3 20 86
330

Phlogiston Band of Exploration

Item Level: 2,500

- ★ Recommended
- ☞ Binds on Pickup (Account)
- ☞ Binds on Equip (Character)

+1,875 Critical Strike
+5,625 Critical Severity
+1.5% Action Point Gain
+2,000 Combined Rating

Equip: **Wildspace Hunter**

+3.5% **Damage** in Wildspace.

○ Reinforced: Empty

A writhing band of crackling magical energy that somehow leaves the wearer's finger unharmed.

Ring

Minimum Level: 20

3 20 86
330

Phlogiston Band of Dominance

Item Level: 2,500

- ★ Recommended
- ☞ Binds on Pickup (Account)
- ☞ Binds on Equip (Character)

+1,875 Forte
+5,625 Outgoing Healing
+1.5% Action Point Gain
+2,000 Combined Rating

Equip: **Graceful Harmony**

You gain 1% **Outgoing Healing** for each player in your team. When your teammates are 20' or closer to you, their **Forte** is increased by 1%.

○ Reinforced: Empty

A writhing band of crackling magical energy that somehow leaves the wearer's finger unharmed.

Ring

Minimum Level: 20

3 20 86
330



Mod27 - New Items - Moondancer Rings

YOU CAN FIND THESE REWARDS
IN THE ZONE REWARDS
uuhh
* Defense of the Moondancer (Advanced)

Moondancer's Binding of Advantage

Item Level: 2,400

Binds on Equip
(Character)

+5,400 Combat Advantage
+1,800 Critical Strike
+1.5% Stamina Regeneration
+1,920 Combined Rating
Equip: Daily Perk
Your Daily Powers do 10% more damage.

○ Reinforced: Empty

Moondancer's Binding of Health

Item Level: 2,400

Binds on Equip
(Character)

+5,400 Forte
+1,800 Outgoing Healing
+1.5% Stamina Regeneration
+1,920 Combined Rating
Equip: Medic's Response
Whenever you Deflect an attack, gain 5% Outgoing Healing for 10 seconds.

○ Reinforced: Empty

Moondancer's Binding of Deflection

Item Level: 2,400

Binds on Equip
(Character)

+5,400 Deflection
+1,800 Outgoing Healing
+1.5% Stamina Regeneration
+1,920 Combined Rating
Equip: Brute's Expertise
When you are 20' or closer to your target, your Critical Severity is increased by 5%. When you are 20' or further away from your target, your Forte is increased by 5%.

○ Reinforced: Empty

Moondancer's Binding of Precision

Item Level: 2,400

Binds on Equip
(Character)

+5,400 Accuracy
+1,800 Critical Strike
+1.5% Stamina Regeneration
+1,920 Combined Rating
Equip: Charged Precision
When your Stamina is over 75%, your Accuracy is increased by 7.5%.

○ Reinforced: Empty

Moondancer's Binding of Control

Item Level: 2,400

★ Recommended

Binds on Pickup
(Account)

Binds on Equip
(Character)

+5,400 Accuracy
+1,800 Combat Advantage
+1.5% Stamina Regeneration
+1,920 Combined Rating
Equip: Sniper's Advantage
When you are 50' or further away from your target, your Combat Advantage is increased by 5%.

Moondancer's Binding of Cognition

Item Level: 2,400

Binds on Equip
(Character)

+5,400 Combat Advantage
+1,800 Awareness
+1.5% Stamina Regeneration
+1,920 Combined Rating
Equip: Bulwark's Shield
You take 3% less damage from Ranged attacks.

○ Reinforced: Empty



Mod27 - New Items - Lunar Rings

You can find this in:
* Named Enemies
* Heroic Encounters

Lunar Halo

Item Level: 2,200

Binds on Pickup
(Account)

Binds on Equip
(Character)

+6,600 Combat Advantage
+1.5% Recharge Speed
+1,760 Combined Rating

Equip: Advantage Preparation

When you stand still for 6 seconds, your **Combat Advantage** is increased by 11% and **Recharge Speed** is increased by 6% for 6 seconds.

Reinforced: Empty

Lunar Band

Item Level: 2,200

Recommended

Binds on Pickup
(Account)

Binds on Equip
(Character)

+1,650 Awareness
+4,950 Incoming Healing
+1.5% Recharge Speed
+1,760 Combined Rating

Equip: Survivor's Parry

Gain 115 **Deflect** for each percent of health you are missing.
Currently: 0 Deflect

Reinforced: Empty

Lunar Knot

Item Level: 2,200

Recommended

Binds on Pickup
(Account)

Binds on Equip
(Character)

+4,950 Critical Severity
+1,650 Forte
+1.5% Recharge Speed
+1,760 Combined Rating

Equip: Sudden Healing

Every 30 seconds you gain 7000 **Outgoing Healing** for 15 seconds. This effect only works in combat.

Reinforced: Empty

Lunar Hoop

Item Level: 2,200

Recommended

Binds on Pickup
(Account)

Binds on Equip
(Character)

+4,950 Forte
+1,650 Outgoing Healing
+1.5% Recharge Speed
+1,760 Combined Rating

Equip: Butcher's Zeal

When you damage or heal your target for more than 15% of your **Maximum Hit Points** in a single blow, you gain 10 **Action Points**.

Can only occur once every 5 seconds.

Lunar Ring

Item Level: 2,200

Recommended

Binds on Pickup
(Account)

Binds on Equip
(Character)

+1,650 Accuracy
+4,950 Critical Strike
+1.5% Recharge Speed
+1,760 Combined Rating

Equip: Survivor's Might

Gain 115 **Power** for each percent of health you are missing.

Currently: 0 Power

Reinforced: Empty

Lunar Loop

Item Level: 2,200

Recommended

Binds on Pickup
(Account)

Binds on Equip
(Character)

+6,600 Critical Severity
+1.5% Recharge Speed
+1,760 Combined Rating

Equip: Daily Explosion

When you use a **Daily power**, deal 16,536 damage in a 20' radius around the **Daily's target**. (30 second cooldown)

Reinforced: Empty



Mod27 - New Items - Companion Items

Twinkling Grimoire of the Companion

Item Level: 1,800

Binds on Pickup
(Account)

+675 Defense
+675 Awareness
+1,350 Forte
+1,620 Combined Rating

Some magical finery for your devoted companions.
They need love tool.

Grimoire, Companion Only
Minimum Level: 20

Starbound Grimoire of the Companion

Item Level: 1,800

Binds on Pickup
(Account)

+675 Combat Advantage
+675 Critical Strike
+1,350 Forte
+1,620 Combined Rating

Some magical finery for your devoted companions.
They need love tool!

Grimoire, Companion Only
Minimum Level: 20

Twinkling Icon of the Companion

Item Level: 1,800

Binds on Pickup
(Account)

+2,700 Defense
+1,620 Combined Rating

Some magical finery for your devoted companions.
They need love tool.

Icon, Companion Only
Minimum Level: 20

0 1 60 43
300

Starbound Icon of the Companion

Item Level: 1,800

Binds on Pickup
(Account)

+1,350 Critical Strike
+1,350 Outgoing Healing
+1,620 Combined Rating

Some magical finery for your devoted companions.
They need love tool!

Icon, Companion Only
Minimum Level: 20

0 1 60 43
300

Twinkling Belt of the Companion

Item Level: 1,800

Binds on Pickup
(Account)

+2,700 Awareness
+1,620 Combined Rating

Some magical finery for your devoted companions.
They need love tool.

Belt, Companion Only
Minimum Level: 20

0 1 60 43
300

Starbound Belt of the Companion

Item Level: 1,800

Binds on Pickup
(Account)

+1,350 Defense
+1,350 Awareness
+1,620 Combined Rating

Some magical finery for your devoted companions.
They need love tool!

Belt, Companion Only
Minimum Level: 20

Twinkling Sword Knot of the Companion

Item Level: 1,800

Binds on Pickup
(Account)

+2,700 Accuracy
+1,620 Combined Rating

Some magical finery for your devoted companions.
They need love tool!

Sword Knot, Companion Only
Minimum Level: 20

0 1 60 43

Starbound Sword Knot of the Companion

Item Level: 1,800

Binds on Pickup
(Account)

+1,350 Combat Advantage
+1,350 Critical Severity
+1,620 Combined Rating

Some magical finery for your devoted companions.
They need love tool!

Sword Knot, Companion Only
Minimum Level: 20

Twinkling Necklace of the Companion

Item Level: 1,800

Binds on Pickup
(Account)

+2,700 Outgoing Healing
+1,620 Combined Rating

Some magical finery for your devoted companions.
They need love tool!

Neck, Companion Only
Minimum Level: 20

0 1 60 43

Starbound Necklace of the Companion

Item Level: 1,800

Binds on Pickup
(Account)

+1,350 Critical Avoidance
+1,350 Deflection
+1,620 Combined Rating

Some magical finery for your devoted companions.
They need love tool!

Neck, Companion Only
Minimum Level: 20

Twinkling Ring of the Companion

Item Level: 1,800

Binds on Pickup
(Account)

+2,700 Critical Strike
+1,620 Combined Rating

Some magical finery for your devoted companions.
They need love tool!

Ring, Companion Only
Minimum Level: 20

0 1 60 43

Starbound Ring of the Companion

Item Level: 1,800

Binds on Pickup
(Account)

+1,350 Accuracy
+1,350 Control Bonus
+1,620 Combined Rating

Some magical finery for your devoted companions.
They need love tool!

Ring, Companion Only
Minimum Level: 20

Twinkling Talisman of the Companion

Item Level: 1,800

Binds on Pickup
(Account)

+2,700 Combat Advantage
+1,620 Combined Rating

Some magical finery for your devoted companions.
They need love tool!

Talisman, Companion Only
Minimum Level: 20

0 1 60 43

Starbound Talisman of the Companion

Item Level: 1,800

Binds on Pickup
(Account)

+1,350 Combat Advantage
+1,350 Deflection
+1,620 Combined Rating

Some magical finery for your devoted companions.
They need love tool!


Talisman, Companion Only
Minimum Level: 20



Mod27 - New Items - Special Artifact

Alaric's Artillery Beacon

Item Level: 1,500

 Binds on Equip
(Character)



This artifact contains a vestige of vengeance held by a paladin wronged and returned. Altered by exposure to otherworldly energies, it allows its wielder to open portals through which astral fire rains down on foes.

Recharge Time: 60s

+1,688 Accuracy

+1,688 Combat Advantage

+1,275 Combined Rating

Use: Deal 33,072 damage to enemies in the targeted area.

Added Effect: Stun

Duration: 4 seconds (halved vs. players)

Added Effect: 5% increased damage taken

Duration: 10 seconds

Debuff does not stack with other Artillery artifacts.

No Level Requirement

Maximum Quality

Cannot Sell



Mod27 - New Items - Enchantments

Uncommon Moonstone

Item Level: 300

Offense: +248 Power
Offense: +248 Combat Advantage
Defense: +248 Defense
Defense: +248 Awareness
Utility: +248 Control Resistance
Utility: +248 Outgoing Healing
+270 Combined Rating

This enchantment can be used in Offense, Defense, and Utility slots.

Enchantment, Offense/Defense/Utility
No Level Requirement

60

Uncommon Onyx

Item Level: 300

Offense: +248 Combat Advantage
Offense: +248 Critical Severity
Defense: +248 Critical Avoidance
Defense: +248 Deflect Severity
Utility: +248 Forte
Utility: +248 Control Bonus
+270 Combined Rating

This enchantment can be used in Offense, Defense, and Utility slots.

Enchantment, Offense/Defense/Utility
No Level Requirement

60

Mod27 - New Items

- 15 Companion Items 1800 IL (two are triple stats)
- 68 Starforged Items (9 classes + double paragons)
- 68 Pulsar Items (9 classes + double paragons)
- 68 Astral Raider's Items (9 classes + double paragons)
- 68 Lolthian Gear
- 6 Starwoven Shirts
- 6 Starwoven Pants
- 6 Flarefiber Shirts
- 6 Flarefiber Pants
- 6 campaign store rings
- 6 Heroic Encounters/miniboss rings
- 6 Rings from Advanced Trial
- 5 Rings from Master Trial

