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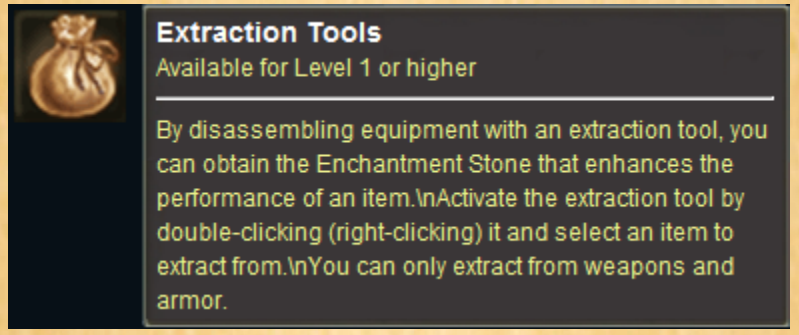
Enchantments, Manastones, and Godstones

In Aion, there are three basic ways to enchant, or enhance, your gear. The first is using Enchantment stones, the second is using Manastones, and the third is using Godstones. In this guide, I will cover all three with much detail. Aion's system of enhancing your gear is quite different and more complicated than most other systems.

Enchantments

The most frustrating part of learning how to enhance is learning that **THEY CAN FAIL**! Not only can they fail, but failing can have negative side-effects for your gear! This is why you must read the guide below so that you do not lose your time, your character's money, or your cool!

Before you can use Enchantment stones, you must create them. In order to create them, visit a nearby <General Goods Merchant> and purchase Extraction Tools.



One set of tools is used per extraction. In order to extract, you must Right-Click on the Extraction Tools and then Left-Click on the item you wish to extract from.

There are some important guidelines! First, you can only extract from items that can be enhanced. These are your chest slot, legs slot, shoulders slot, hands slot, feet slot, primary slot, and secondary slot. Second, when you extract from an item, that item is destroyed. Do not extract from items you wish to keep or use, obviously.

Once you have extracted an item, you will receive Enchantment stones. They come in the form: L# Enchantment. The level number corresponds to an item's level, not your level. The level of the Enchantment stone that you receive varies quite dramatically. Also, the rarity of the item does not affect the level of the Enchantment stone that you receive. For example, if you extract a Level 20 Green, you could receive 3 Level 25 Enchantment stones. Then, if you extract a Level 20 Blue, you could receive 1 Level 20 Enchantment stone. In other words, it's very random.

Now that you know how to extract and create Enchantment stones, I will tell you how you apply them to an item. The first important part is figuring out the level of the item you wish to enhance. Quite simply, the item's level is the required level to use that item. This can typically

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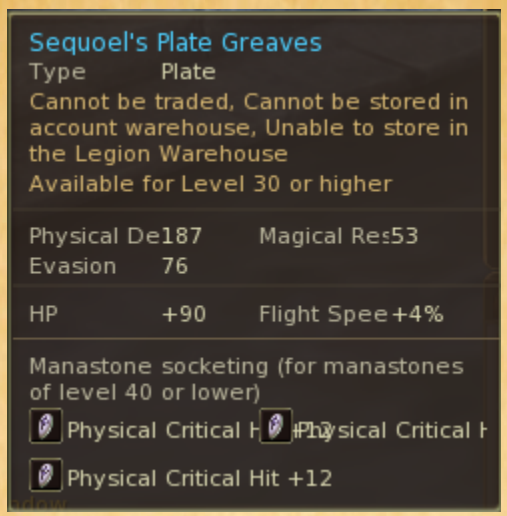
be found just by looking at the item's statistics, as it will say what level is required. The item below has an item level of 30.



For some items, such as quest rewards, there is no given level on the item. In order to figure out the level of these items, you must know what level the quest was that resulted in that item. For instance, if a quest said "Level 10" in front of it and completing it resulted in an item, that item's level would be 10.

Once you know your item's level, the next step is figuring out what level Enchantment stone to use. In order to do this, you must know whether the item is of White rarity, Green rarity, Blue rarity, or Orange rarity. You can simply do this by looking at the item and seeing what color the item's name is written in. Once you know the item's level and its rarity use the following to figure out what Enchantment stone to use:

White Item = Item's Level +1-5 Levels (My Suggestion is +3)
Green Item = Item's Level +5-10 Levels (My Suggestion is +8)
Blue Item = Item's Level +15-25 Levels (My Suggestion is +20)
Orange Item = Item's Level +25-35 Levels (My Suggestion is +30)
By 'My Suggestion', anything higher is slightly overkill in my opinion and anything less has a decent chance of failure

When using an Enchantment stone from the above guide, take note that using the lower extremity will cause you to have a lower chance of success. If you have a Level 10 White item, you will have a higher percent of success if you use a Level 13 Enchantment stone than if you used a Level 11 Enchantment stone.

Now that you know how to create Enchantment stones and use them to enhance your gear, you must be wondering what the point of it all is! Each item can be enhanced up to 10 times. Although this seems fairly easy to obtain, you can take either two paths to reaching it. One involves spending lots of your character's money on purchasing the best-to-use Enchantment

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stones; the other involves spending lots of risk on using lower level Enchantment stones that will sometimes fail. What happens when you fail? Your item loses one level of enhancement! This is why it is important to use the correct level Enchantment stones. The good news is that items cannot reach negative enhancement levels; it will stop at 0. The bad news, obviously, is that it can take quite a bit of time and money to reach 10.

The following shows what bonuses come with each enhancement level. Remember, each item can reach a maximum of 10, so multiple each bonus by 10 to figure out the maximum.

Plate
Chest = +6 Physical Defense per level
Legs = +5 Physical Defense per level
Pauldron = +4 Physical Defense per level
Gloves = +4 Physical Defense per level
Boots = +4 Physical Defense per level

Chain
Chest = +5 Physical Defense per level
Legs = +4 Physical Defense per level
Pauldron = +3 Physical Defense per level
Gloves = +3 Physical Defense per level
Boots = +3 Physical Defense per level

Leather
Chest = +4 Physical Defense per level
Legs = +3 Physical Defense per level
Pauldron = +2 Physical Defense per level
Gloves = +2 Physical Defense per level
Boots = +2 Physical Defense per level

Cloth
Chest = +3 Physical Defense per level
Legs = +2 Physical Defense per level
Pauldron = +1 Physical Defense per level
Gloves = +1 Physical Defense per level
Boots = +1 Physical Defense per level

Primary
Polearm = +4 Minimum and Maximum Weapon Damage per level
Greatsword = +4 Minimum and Maximum Weapon Damage per level
Bows = +4 Minimum and Maximum Weapon Damage per level
Staff = +3 Minimum and Maximum Weapon Damage per level, +10 Magic Boost per level
Sword = +2 Minimum and Maximum Weapon Damage per level
Dagger = +2 Minimum and Maximum Weapon Damage per level

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Mace = +3 Minimum and Maximum Weapon Damage per level, +10 Magic Boost per level
Orb = +4 Minimum and Maximum Weapon Damage per level, +10 Magic Boost per level
Spellbook = +3 Minimum and Maximum Weapon Damage per level, +10 Magic Boost per level

Secondary
Shield = +2% Damage Reduction per level

After reading this, you should now be a pro when it comes to enhancing your items, extraction, and Enchantment stones. The next part of the guide will discuss the use of Manastones.

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Manastones

Manastones contain a certain statistic and a certain value. For example, Manastone: Accuracy +12. In this case, this Manastone would add 12 to your Accuracy value if you placed it into a socket of one of your equipped items. Similar to the enhancing, only the following slots contain sockets: chest slot, legs slot, shoulders slot, hands slot, feet slot, primary slot, and secondary slot. Also, the higher the rarity of the item, the more sockets it contains:

White Item = 1-2 Socket
Green Item = 2-3 Sockets
Blue Item = 3-4 Sockets
Orange Item = 4-5 Sockets
Green Abyss Item = 4 Sockets
Blue Abyss Item = 5 Sockets
Orange Abyss Item = 6 Sockets

Similar to enhancing, placing Manastones into sockets can fail. The penalty for this is that all Manastones already in sockets and the Manastone you just used for that item are destroyed, returning the item to all empty sockets. The positive is that this is quite rare and usually only occurs when placing too high of a level Manastone into a low level item. However, at this time, there is no way to tell the exact level of a Manastone; just know that the higher the value, the higher the level. Also, green Manastones are harder to socket than white Manastones.

When the game is released, there should be level requirements on Manastones which will make it easier to tell the level of the Manastone.

A good strategy for placing Manastones into sockets (when an item has more than 1 socket) is to socket your least valued Manastone first and your most valued Manastone last. This way, the chance for failing and wasting your most valued Manastone is reduced to a minimum.

You can also remove Manastones from items by visiting a <Remove Manastone> NPC. These are usually found around major cities and towns. You pay a small fee and the NPC will remove your desired Manastone from your item. Although the Manastone will be destroyed in the process, the remaining Manastones already socketed into that item will not be destroyed.

The following list shows all Manastones and their possible values:

Manastone: Attack (Adds to your Attack value)
Value Range: +1-5
White Manastones: (+1, +2, +4)
Green Manastones: (+3, +5)

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Manastone: Accuracy (Adds to your Accuracy value)
Value Range: +12-25
White Manastones: Even #s (+12, +14, etc.)
Green Manastones: Odd #s (+21, +23, etc.)

Manastone: Parry (Adds to your Parry value)
Value Range: +12-25
White Manastones: Even #s (+12, +14, etc.)
Green Manastones: Odd #s (+21, +23, etc.)

Manastone: Magic Boosting Power (Adds to your Magic Boosting Power value)
Value Range: +12-25
White Manastones: Even #s (+12, +14, etc.)
Green Manastones: Odd #s (+21, +23, etc.)

Manastone: Shield Defense (Adds to your Block value)
Value Range: +12-25
White Manastones: Even #s (+12, +14, etc.)
Green Manastones: Odd #s (+21, +23, etc.)

Manastone: Evasion (Adds to your Evasion value)
Value Range: +4-15
White Manastones: Even #s (+4, +6, etc.)
Green Manastones: Odd #s (+11, +13, etc.)

Manastone: Physical Critical Hit (Adds to your Crit Rate value)
Value Range: +4-15
White Manastones: Even #s (+4, +6, etc.)
Green Manastones: Odd #s (+11, +13, etc.)

Manastone: HP (Adds to your HP value)
Value Range: +20-85
White Manastones: By Tens (+20, +30, etc.)
Green Manastones: In-between Tens (+65, +75, etc.)

Manastone: MP (Adds to your MP value)
Value Range: +20-85
White Manastones: By Tens (20, 30, etc.)
Green Manastones: In-between Tens (65, 75, etc.)

Manastone: Magical Accuracy (Adds to your Magic Accuracy value)
Value Range: +10, +12
Green Manastones: (+10, +12)

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Manastone: Maximum Flight Time (Adds to your Flight Time value)
Value Range: +4
Green Manastones: (+4)

Manastone: Magical Resistance (Adds to your Magical Resistance value)
Value Range: +12
Green Manastones: +12

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Godstones

The last part of this guide will discuss Godstones. These are used on all weapon items. The basic premise of a Godstone is to apply some sort of ability, which triggers at a certain percent, to inflict your target with.

Godstones can be found throughout the higher level content of the game. They can be found in similar ways that Manastones can be found, only with a significant less frequency. They can also be obtained as quest rewards. Once you obtain a Godstone, you can visit a <Godstone Enchanter> NPC, which are found in large cities only, and have them enable the Godstone to your weapon for a fee. You may also remove Godstones in a similar fashion as Manastones.

When a weapon becomes enabled by a Godstone, it will receive a partical effect. This means that your weapon will now have a specific type of glow depending on which Godstone you used. Each type of Godstone (Bleed, Blind, etc) has its own color and effect.

The following is a list of some of Aion's Godstones and their benefit:
(A) = Asmodian Quest Reward
(E) = Elyos Quest Reward

Blue
Bleed
Bleeding Abnormal Condition Smash
65 damage every 2 seconds for 10 seconds at 5% trigger rate.
Bleeding Abnormal Condition Smash
40 damage every 2 seconds for 20 seconds at 5% trigger rate.
Mahisha's Wrath
71 damage every 2 seconds for 10 seconds at 8% trigger rate.

Blind
(A)Aegir's Eye Beam
Blinds for 8 seconds at 5% trigger rate.
Rasberg's Love
Blinds for 10 seconds at 10% trigger rate.
Rasberg's Tragedy
Blinds for 8 seconds at 5% trigger rate.
(E)Telemachus's Luster
Blinds for 8 seconds at 5% trigger rate.

Paralyze
(E)Spatalos's Chastisement
Paralyzes for 5 seconds at 2% trigger rate.
(A)Sueron's Threat
Paralyzes for 5 seconds at 2% trigger rate.

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Vidar's Dignity
Paralyzes for 5 seconds at 2% trigger rate.

Poison
Orissa's Blood
38 damage every 2 seconds for 20 seconds at 10% trigger rate.

Root
(E)Hectate's Root
Binds for 10 seconds at 2% trigger rate.
Helkes's Revenge
Binds for 10 seconds at 2% trigger rate.
(A)Sif's Root
Binds for 10 seconds at 2% trigger rate.

Silence
(E)Jumentis's Pacification
Silences for 8 seconds at 5% trigger rate.
(A)Sigyn's Calmness
Silences for 8 seconds at 5% trigger rate.
Srudgelmir's Silence
Silences for 10 seconds at 10% trigger rate.
Srudgelmir's Tacitness
Silences for 8 seconds at 5% trigger rate.

Slow
Eio's Tears
Reduces attack speed by 50% for 10 seconds at 10% trigger rate.
(A)Freyr's Rest
Reduces attack speed by 50% for 10 seconds at 5% trigger rate.
Ieo's Sadness
Reduces attack speed by 50% for 10 seconds at 5% trigger rate.
(E)Thrasymedes's Peace
Reduces attack speed by 50% for 10 seconds at 5% trigger rate.

Snare
Deltras's Loyalty
Reduces movement speed by 50% for 10 seconds at 5% trigger rate.
(A)Nerthus's Suppression
Reduces movement speed by 50% for 10 seconds at 5% trigger rate.
(E)Perento's Standpoint
Reduces movement speed by 50% for 10 seconds at 5% trigger rate.

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Stun
(E)Boreas's Fury
Stuns for 1 second at 6% trigger rate.
Fasimedes's Majesty
Stuns for 1 second at 6% trigger rate.
(A)Traufnir's Roar
Stuns for 1 second at 6% trigger rate.

Damage
Earth
Freyr's Wisdom
1880 earth damage at 1% trigger rate.
Thrasymedes's Wit
188 earth damage at 10% trigger rate.
Fire
Boreas's Encouragement
188 fire damage at 10% trigger rate.
Traufnir's Bravery
1880 fire damage at 1% trigger rate.
Water
Hectate's Cleverness
94 water damage at 20% trigger rate.
Sif's Knowledge
940 water damage at 2% trigger rate.
Wind
Jumentis's Agility
94 wind damage at 20% trigger rate.
Sigyn's Intelligence
940 wind damage at 2% trigger rate.
Magical Fire
Magical Earth Smash
247 magical fire damage at 3% trigger rate.
Magical Earth Strike
124 magical fire damage at 6% trigger rate.
Magical Fire Smash
370 magical fire damage at 2% trigger rate.
Magical Fire Strike
185 magical fire damage at 4% trigger rate.

Orange
Damage
Earth
(A) Marchutan's Balance
376 earth damage at 10% trigger rate.

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(E)Yustiel's Heart
376 earth damage at 10% trigger rate.
Fire
(E)Nezakan's Valiance
3760 fire damage at 1% trigger rate.
(A)Zikel's Pride
3760 fire damage at 1% trigger rate.
Water
(E)Kaisinel's Terror
1880 water damage at 2% trigger rate.
(A)Lumiel's Magical Power
1880 water damage at 2% trigger rate.
Wind
(E)Baizel's Will
188 wind damage at 20% trigger rate.
(A)Triniel's Coolness
188 wind damage at 20% trigger rate.

After reading this guide, I hope that you are now very knowledgeable with Enchantments, Manastones, Godstones, extracting, socket'ing, and enabling. If you have any further questions, feel free to email us at Support@KFGuides.com and we will be happy to answer you as best as we can.

If you found this guide to be helpful, please consider checking out our other guides, as we can assure you they will be just as helpful as this one!