

Aion Newbie guide

Please also check out this additional guide by Forthyn from the NA servers which covers loads of other stuff! Backup [here](#).

Note - this is from an EU perspective and may still contain references to the areas removed in 4.8. If you find any please comment on them and I'll get them in the next edit.

PLEASE PM AMONETTE2012 IF YOU WOULD LIKE TO SUGGEST AN EDIT. COMMENTS HAVE BEEN TURNED OFF BECAUSE SOME OF YOU APPARENTLY DON'T KNOW HOW TO USE A DOCUMENT...

Note - I've added some tips for Adma, Theo and Dark Poeta for first timers. Also weaving, PvP radar, and level 50 PvP accessories.

Choosing a version - the difference between NA and EU

The basic rule of thumb is to play your own region, as the ping will be better for most people. You can use ping reducing software but it only gets you so far.

North America

The NA version has the following advantages:

- Faster updates – NA is a version ahead of EU
- No Gold Packs
- Higher XP levelling server

Europe

The EU version has some disadvantages compared to NA, but the one advantage it has comes from the Gold Packs. These give you one month's unlimited full access (so you can trade with other players via private store or broker, post in LFG and enjoy more frequent access to instances). It also gives you Veteran Rewards, some of which can be pretty great. You now need 40 Gold Packs to reach full veteran status, which gives you almost enough AP and medals for a piece of 65 abyss gear, enough serums to enchant a feather and piles of useful consumables, dyes, candies, levelling amulets, wings, pets etc.

Other regions

It's possible to play from some other parts of the world, but not all of them. China and many Asian countries are blocked (at least in the EU) to prevent goldselling. There is no really good server for Australians and New Zealanders - if you're playing from that far away I'd try both versions with ping reducing software and pick a class like a chanter that isn't too ping dependant. South Americans seem to play both sides, with many playing on the EU Spanish server, and if you're in Africa you'll probably find EU a better bet because of the closer time zone, but ping will be lousy either way. Please comment if you have more info on this!

Getting Gold Packs in game

It's not hard to get a Gold Pack in game because a) they can be traded with other players, b) you will have close to enough money to buy one when you reach 65 (before that you can level without it), and c) it only takes a few hours of money making a month to buy one in game. You can buy Gold Packs from the broker even if you don't have one active - just look for them under other items rather than searching.

[See my tips on earning the kinah for your first Gold Pack here](#)

So which should you choose?

With a few exceptions, you're better off playing in your area because of the ping. Most people find the ping a bit too high for certain classes playing in a different region. You can fix not having a Gold Pack, you can't fix shitty ping.

Choosing a server

EU server populations can be seen here <http://aioninfo.com/online/>

Generally the most active servers are actually the French and German ones, but if you're looking for an English speaking server Spatalos is currently leading the pack in terms of numbers, and Anuhart and Nexus are still reasonably healthy. Perento is very PvP heavy however so it's worth considering. Thor and Urtem are also good choices as they are the largest servers, and both have English speaking communities.

[NOTE: EU SERVERS ARE BEING MERGED LATER THIS YEAR - MORE INFO HERE](#) (this has now happened and I need to update this)

NA server balance can be seen here <http://na.aiononline.com/livestatus/server/>

Unfortunately this doesn't give population numbers but does show numbers of legions. Siel is generally recommended for new players.

Choosing a faction

Really it's down to what position you want to be in on your server and which side looks more appealing to you. If you just want to PvE choose the side that is stronger on the server that you pick, if you like PvP the underdog side will give you more PvP encounters. It's really all just a matter of preference though, and my advice is to play both at some point in your time in AION.

Choosing a class

First of all, don't be too worried about changing class. AION is very fast to level and you can easily get to 30 in a day, so roll a couple and see which you like. Alts are useful for warehouse space after level 10 and extra event items at level 30, so having a spare is never a waste.

Summary of each class

This is just my opinion – if you're interested in a class search reddit.com/r/aion and you'll find a lot more info!

Aethertech

Aethertechs are the newest class. They're capable of tanking end game instances and they're tough in PvP. As with all the newer classes, they have a less diverse stigma selection than older classes. Combat is a mix of ranged and melee and they're a fun class to bounce around.

Songweaver (bard)

Bards are prized in instances for their high DPS and ability to refill other people's mana. They're also powerful in PvP. They are cloth wearers, so they are a bit squishy, but they can often kill you before you get anywhere near them. They also have CC capabilities (they turn people into dancing penguins). They can steal your mana, which is bloody annoying.

Gunner

Gunners are commonly seen as the easiest class. They're powerful, quick to level and good for both PvP and PvE, but not much skill is required to play them. They're a good class to start with but if you want a challenge, they're not your best bet. If you just want to see the game and not worry too much about getting the most out of your class, try a gunner.

Assassin

Sins are powerful, stun heavy melee fighters, and they're the most ping dependant class, so if you want to play a sin choose your local server. Sins can do insane amounts of damage in the

hands of a good player, and they can kill you in PvP without you ever coming out of stun. However they are quite gear dependant, and if that initial stun chain is broken other classes have a good chance against them. If you like sneaking around in hide and stabbing unsuspecting enemies, the assassin is for you.

Ranger

Rangers are one of the harder classes to master and require you to learn several advanced techniques such as jumpshooting and slideshooting if you're going to be any good at it. Good rangers can be amazing, but mediocre rangers are just ok. They're a bit on the squishy side, but very high DPS. If you like ranged combat and you're committed to getting the best out of the class, play a ranger.

Chanter

Chanters are a melee support class. They can be played as full DPS, but it's kind of a waste of a chanter as they have some of the lowest DPS overall. Chanters are great for soloing, as they can heal, stun, do reasonable damage (for levelling and soloing) and they're one of the hardest classes to kill. Where chanters really shine is in group support. They can increase a party's DPS by around 20% (more with some buffs), have a range of protective shields and DPS boosts, can do some decent healing and place debuffs on mobs that make them easier to kill. In PvP they're very stun heavy and their buffs and shields are great for group PvP and sieges. One on one they're pretty hard to kill. Generally it's a good idea to have one on your team. If you like the idea of being the 'oh shit' button of the group and don't mind doing both DPS and support, try a chanter. Don't forget to learn to weave.

Cleric

Clerics are AION's primary healer. They also do great DPS and have a fun DPS tree. They're great for soloing and essential to both PvP and PvE groups. In PvP they're deadly, as they can do a lot to keep themselves alive while raining down more dots than you can remove and doing some high damage. They're not the easiest class to play, but they're not the hardest either. (If you're already playing cleric, there's a link to a guide to one of the end game instances for you at the bottom of this guide).

Gladiator

Gladiators are a powerful plate melee class that can also tank most end game instances (gear and skill dependant). They can choose between single or dual wielding, do lots of AOE damage and can be formidable in PvP. It's an easy class to play but a hard one to master, but they're a useful class to have around.

Templar

Templars take a while to get going, but they're a lot of fun at end game and are designed to tank the end game instances. They are also beasts in PvP and very hard to kill. They can do ok DPS on a DPS build, more than a chanter but less than everyone else, so you can tweak them this way a bit for levelling, but generally they're the tanky tank of the game.

Sorcerer

Sorcerers are powerful glass cannons with lots of crowd control capability. They're ranged and put out very high DPS. Again they're an easy class to play and a hard one to master, they're also pretty gear dependant, but if you like a classic mage and don't mind putting the time in you'll have a powerful character. In PvP they're mixed – a good sorc won't even let you get a skill off before you disappear in a haze of 'owowowitburns'. A bad one can be ripped apart in seconds by most ranged classes.

Spiritmaster

Spiritmasters are particularly popular in instances because they are able to remove buffs from bosses and increase drop rates. A classic 'beastmaster' mage, they have different magical servants for different purposes, as well as an arsenal of damage over time and ranged skills. They can also Fear. In PvP they're generally considered to be bloody annoying, because no matter how you look at it, bouncing off walls in fear while dots and pets eat you is really irritating. If you want to be popular in instance groups and you like making people swear at their screens, try a SM.

Leveling

AION levelling is fast compared to most games, and compared to the early versions of the game. You can easily reach 20-30 on your first day, and getting to 65 takes around two weeks on average. It can be done in three days or less if you really go for it.

[Some leveling guides can be found here.](#)

Levelling advice

- Use the Rookie Server. Even if you're playing EU and don't get the xp bonuses, you'll still find more people to group with at your level as it's cross server.
- Look out for pink quests, they give you stuff!
- Follow the dark blue quests for easy levelling.
- Save the high xp quests from 45+ for when you run out of stuff to do later on - they'll be super fast and easy xp
- Do your campaigns. However the first two areas can be skipped, and if you don't want to do them at all it won't affect you at end game.
- Save any elemental stones you drop. Most servers are short on them and the crafters on your server will thank you. Learn to aethertap. In AION, different levels of aether can be used to morph almost all pre-65 gatherable items. This excludes end game items however.
- Save any unlimited stigmas you drop. They are worth cashmonies on the broker.

- Try and do the instances – they've all been nerfed, so they're mostly easy, and you can get some nice loot and xp from them.
- SAVE ALL WHITE HP, MAGIC BOOST or CRIT MANASTONES! They can be upgraded with alchemy or sold.

This is one example of a levelling process (see link above for other options):

1-9 quest and grind in the starting area. Once you hit level 9 take the Ascension quest, which will level you to 10.

10-16 quest in Ishalgen/ Verteron

16-22 grind the solo instance Haramel and do quest at L20.

22-25 dark blue quests in Morheim/ Eltnen then take the abyss entry quests.

22-25 More campaigns and dark blue quests in Morheim/ Eltnen

27-33 Fire Temple and dark blue quests (note you will need carrying through FT at 27)

33-35 Beluslan/ Heiron dark blue quests

35 – 38 – and Belu/ Heiron campaigns - Kromede's Trial at 37 with repeatable blue quests

38-45 This is one of the slow parts. Finish campaigns and do quests in Belu/ Heiron and try and get a couple of Draupnir cave runs in. Bring greater healing potions for the chicken curse. You'll know it when you see it.

45-46 Start Fenris or Miragent if you want the gear set (not essential, google it before you start, note recommended for first time players on EU due to the cost). Start Brusthoinin/ Theobomos campaigns. Also do your stigma quests. You can do these by taking a daily quest from one of the shugos from steel rake. Google has lots of info on this.

46-50 – Adma Stronghold, Theo Labs and Dredgion, plus quests in Theo/ Brus and Belu/Heiron.

50-55 Gelkmaros/ Inggison campaigns and quests. You can also do Beshmundir Temple from 53, which is a really good levelling instance.

56 – 60 Do campaigns, then either grind BT until you get sick of it or go back to lower level areas and pick up the high xp light blue quests you skipped.

60+ I can't cover as I haven't played 4.8 yet, but you can get a lot of xp still from the point above. Pick up campaigns and blue quests from Enshar/Cygnea. There's also solo instances:

Steel Rose Quarters/Cargo (61+). And these to farm items once you're 65: Sealed Danuar Mysticarium, Sealed Argent Manor, and Linkgate Foundry.

Instance tips

Theo Labs

One boss causes some confusion in Theo Labs - the Silikor of Memory. People tend to fuck this one up and it's very annoying.

To kill the Silkor, first you have to kill the two guardians behind her (do not agro the boss until these two guardians are dead or you will have a bad time). Note that there is a floating thing bobbing around the room casting a faint circle on the floor.

You have to kill the guardian WHILE IT IS INSIDE THE CIRCLE ON THE FLOOR or it will reset. Once both are down you can tackle the Silkor.

Adma

Again, Adma is pretty straightforward but there are two tactics to be aware of:

If you fight the princess, clear the room. Note that there is a teddy bear on one side of the room and an incense burner on the other. The princess casts two annoying buffs, one red one blue. The bear removes the red buff, the burner removes the blue buff. Just remember Red Bear Blue Burner. Taking the buffs off is worth doing and makes the fight easier if you don't have a mentor or your group is a bit shit.

The other thing to watch out for in Adma is on Lannock - he casts a debuff that can oneshot even a 65 sometimes. Clerics should be cleansing it off but if they fail to do so, hit a greater healing potion.

Dark Poeta

Dark Poeta is good for leveling... but only if you know what you're doing. It's the first instance that introduces real boss tactics that hasn't been totally nerfed (although it has been nerfed a lot), and newbie groups who don't read a guide will probably waste a lot of time and piss the healer off a lot. It's not hard to do any more but you can still end up wiping through just not expecting stuff to happen. If you're going to do DP note the following:

- 1) Don't follow the path to the village, go off to the right and approach via the river.

- 2) Note that many of the mobs in the first village (and in general) are linked.
- 3) First boss (in the ruined church) is easy, but ranged should still be back at the door anyway. Note the quest item on the floor just inside the door.
- 4) After the first boss dies several elites will come looking for you, if you loot fast and run down to the water you don't have to fight them all, but they spawn slower than you think and will chase you.
- 5) The lake bosses have a ridiculous agro radius. Click one, you'll see what I mean.
- 6) If you want to take the lake bosses you need to clear around the edge of the lake pretty thoroughly. Otherwise a bunch of mobs come get you while you're on the boss and it's really easy to wipe.
- 7) The controllers around the boss are there for a reason. Take down attack and defence (property is optional) and the boss is a shitload easier to kill. Stay on the inside of them when taking them down or your healer won't be able to cover you all. When I heal I usually stand just behind the boss. It's surprisingly easy to die on these ones so be aware of heal distances.
- 8) There are two invisible tree bosses in the forest and you will need someone who can see through Hide 1 to find them (although there are other ways to find them, but they take longer). Stay against the left wall when you enter the forest and clear a patch about two thirds of the way down to fight the boss in. Then if you have someone who can see through hide get them to go get the boss and run it back to you. Someone may need to go with them in case they attract extra company but if you can just do it with one person in hide it's better.
- 9) Tree bosses are easy, but you do need to clear a good sized battle space because they will send you running into other mobs. They do a pretty hefty AOE but it's been nerfed a lot so even newbie clerics should be able to handle it.
- 10) When you get to the drana fields try and drop a drana bomb if you want to take the Professor for the quest - you'll need it to get through the wall to him. All the little slave dudes have a chance to drop them.
- 11) Drana bugs are tank and spank, but if you get them actually on a drana crystal it will paralyze them. Fight each one in its own pit or have a mentor go grab them.
- 12) Don't waste time grinding for drana related crap - you can get it all from doing groggie dailies, the groggie vendor sells the stuff you need to turn the quests in and it's a lot easier than spending another twenty minutes in bloody DP.
- 13) I think there might still be a quest item in the raised up camp area in there - sword of transcendence, part of the level 50 campaign quest started at when all other campaign quests are done and used to be a preQ for miragent
<http://aiondatabase.net/en/quest/1097/>
- 14) In the next bit, those little spore things will blow you up if they explode next to you, so aoe them down. Also loot them - I got a silence godstone off one once.
- 15) The tunnels and professor are pretty straightforward, just use your drana bomb to get to the professor and don't forget the quest item.

- 16) The teleporter is the first place where it gets a bit nasty (assuming you didn't totally screw up the lake bosses). When you run in the room, stay off the crap on the floor. There is a little raised platform on the other side of the boss where ranged should stand.
- 17) The teleporter spawns mobs, it also picks you up and smacks you on the ground. This is annoying.
- 18) At the end of the fight the healer needs to get everyone's health up fast as there will be a final aftershock that does some damage.
- 19) The final room has three generators. As soon as you hit these generators, they will spawn chaos. Clear the entire room without touching them. If you set one off, reset it.
- 20) Let the ranged deal with the generators - they spawn orbs that release mobs, fear you or do damage if they hit you and it can get a bit crazy. Start at the door to the cave and take out the one in the middle opposite the entrance. Then edge around to the right and onto the bottom of the ramp to take out the one to the right of the entrance. Then up and over to the other side of the ramp to take out the last one. If you do it this way nothing ever goes wrong.
- 21) Anuhart is easy. Put the ranged on the circle behind him. He spawns some mobs but they're not hard to deal with.
- 22) The portal to the final boss disappears after five minutes. You have one shot.
- 23) Tahabata is not so easy. Buff up before you go in (fire scrolls are good) as moving will agro her. The tank needs to turn her away from the group and get agro before anyone else moves, then it's pretty tank and spank, but you've got limited space to work with and she really needs to not turn around and flame you all. Someone should be assigned to ressing anyone who dies. Taha drops some very nice level 50 eternal weapons with beautiful skins so it's worth trying to get her down.

Mentor boosting

If you're lucky enough to have a high level mentor who's prepared to boost you (I only recommend this for people who've already leveled one character of the same class and know the game a bit, otherwise you won't know what you're doing at end game), this is what I usually do:

1-5 Lake mobs

5-7 running towards the graveyard where Munin is killing stuff on the way

7-9 graveyard mobs

Once ascended, grab a morheim scroll

10-16 Grind the Morheim ice lake mobs in a circle.

16 - 24ish start at Kellin's Cabin and work your way up towards the klaw cave, killing stuff as you go. Move on a bit every time you level.

25-27 Besfar Ghost village

27- 35 Fire temple plus a couple of campaigns, back to the ghost village if you get sick of FT.

35 - Alquimia research centre (not as good as it used to be but there's a quest you can pick up that's worth a few mil for the hand in - look for a book on the shelf to the left of the final door before the last room.

After this do your campaigns and hit KT a couple of times, then grab all the quests from Red Mane Cavern and get your mentor to run around and kill all the stuff you need plus anything else that's vaguely in the way. Almost all the quests there are fast to do, give xp, and the quests are concentrated into not too large an area, so it's actually more effective to just tick them all off than it is to grind mobs for two hours. Plus you get stuff from the quests.

46 -53 Adma and Theo

53-56 - BT until you turn 56 and can no longer be mentored. After that, you're on your own!

Weaving

Weaving is the art of inserting an autoattack between each regular skill, but cancelling its animation by hitting the next skill at the right time. ALL classes can weave. additional chances for gs procs in between casts.. Granted, it becomes easier with attack speed and mostly melee/physical classes that gain any dps increase from it. (templar, gladiator, assassin, ranger and chanter is the most obvious ones). It increases damage per second because the autoattacks take very little time to add in between skills (as you're cancelling the animation) and reduce your mana usage. This means it's worth learning early - partly because it will help you do more damage with fewer skills and have less downtime between mobs to restore mana, and partly because it's a core game skill and you can never start too soon!

The easiest way to learn to weave, and to monitor the accuracy of your weaving, is to set up a special chat window. Set this window to pick up only the following from the Combat: Self menu and untick all others:

- My Attack (your autoattack)
- My Critical Hit
- My Attack Skills

Now make each one a noticeable different colour so that you can easily see which colour has come up out of the corner of your eye. Like this:



Next, go find a training dummy. Try it first without attack speed buffs or scrolls to get the hang of it, then add them when you've got it down.

First off, just autoattack the dummy. You will notice that, if you set the colours up that I used, you will see mostly red attack skills plus a few yellows when you get a critical. So red is your autoattack colour here:

Critical Hit! You inflicted 1,009 critical damage on Training Dummy.
You inflicted 604 damage on Training Dummy.
You inflicted 581 damage on Training Dummy.
You inflicted 58 damage on Training Dummy.
You inflicted 58 damage on Training Dummy.
Critical Hit! You inflicted 1,162 critical damage on Training Dummy.
You inflicted 116 damage on Training Dummy.
You inflicted 116 damage on Training Dummy.
You inflicted 575 damage on Training Dummy.
Critical Hit! You inflicted 1,125 critical damage on Training Dummy.
You inflicted 112 damage on Training Dummy.
You inflicted 620 damage on Training Dummy.
You inflicted 62 damage on Training Dummy.
You inflicted 62 damage on Training Dummy.
You inflicted 631 damage on Training Dummy.
You inflicted 63 damage on Training Dummy.
You inflicted 620 damage on Training Dummy.
You inflicted 62 damage on Training Dummy.
You inflicted 62 damage on Training Dummy.
Critical Hit! You inflicted 967 critical damage on Training Dummy.
You inflicted 561 damage on Training Dummy.

Next, it's time to start weaving. What you're going to do is use a skill, which will be green, then wait for the red autoattack or yellow critical attack to appear, then use another skill. Your chat log will then look something like this:

using Incandescent Blow.
Critical Hit! You inflicted 1,146 critical damage on Training Dummy.
Critical Hit! You inflicted 1,144 critical damage on Training Dummy.
You inflicted 114 damage on Training Dummy.
You inflicted 114 damage on Training Dummy.
Critical Hit! You inflicted 1,520 damage on Training Dummy by using Hallowed Strike.
You inflicted 673 damage on Training Dummy.
You inflicted 67 damage on Training Dummy.
You inflicted 67 damage on Training Dummy.
Critical Hit! You inflicted 1,321 damage on Training Dummy by using Booming Strike.
Critical Hit! Malta has weakened Training Dummy's Physical Def by using Booming Strike.
You inflicted 566 damage on Training Dummy.
You inflicted 936 damage on Training Dummy by using Split Strike.
You inflicted 651 damage on Training Dummy.
Critical Hit! You inflicted 1,062 critical damage on Training Dummy.
You inflicted 106 damage on Training Dummy.
Critical Hit! You inflicted 1,773 damage on Training Dummy by using Meteor Strike.
Critical Hit! Malta has weakened Training Dummy's Physical Def by using Meteor Strike.
Critical Hit! Malta has weakened Training Dummy's Flight Speed by using Meteor Strike.
Critical Hit! You inflicted 1,173 critical damage on Training Dummy.
You inflicted 117 damage on Training Dummy.
You inflicted 117 damage on Training Dummy.
You inflicted 895 damage on Training Dummy by using Incandescent Blow.
Malta has Weakened Training Dummy's Physical Def by using Incandescent Blow.
You inflicted 660 damage on Training Dummy.
You inflicted 66 damage on Training Dummy.
You inflicted 617 damage on Training Dummy.
You inflicted 61 damage on Training Dummy.
Critical Hit! You inflicted 1,730 damage on Training Dummy by using Inescapable Judgment.
You inflicted 611 damage on Training Dummy.
You inflicted 61 damage on Training Dummy.
You inflicted 823 damage on Training Dummy by using Hallowed Strike.
You inflicted 687 damage on Training Dummy.
You inflicted 68 damage on Training Dummy.
Critical Hit! You inflicted 1,329 damage on Training Dummy by using Booming Strike.
Critical Hit! Malta has weakened Training Dummy's Physical Def by using Booming Strike.
You inflicted 573 damage on Training Dummy.
You inflicted 57 damage on Training Dummy.

As you can see, some of those red and yellow numbers are quite big (this is a 50 chanter so it's not high overall, but some are doing almost as much damage as actual skills). You'll find the rate of skill use quite a bit slower at low level, but at end game with scrolls, buffs and attack speed weapons it goes much faster.

It's important to note here that the reason this is so good for learning is because the chat log actually shows the damage a few fractions of a second before it hits, which means that if you're watching it, you'll get your weave right every time.

Note: if you're a ranger, head to YouTube and look for tutorials on slideshotting and jumpshotting. You will need to master this if you want to get the most out of the class.

PvP Radar

A very useful little way of avoiding pesky PvP enemies is to set up a radar tab. To make a radar tab, drag a new chat tab to the top of your screen (doesn't need to be huge) and set it to pick up only enemy skills under Combat - others:



When a member of the other faction uses skills near you, they will show up as white text in this window. The range of detection is greater than both the minimap and pets.

Level 50 PvP accessories

One set that's really worth getting is the level 50 PvP accessory set. This will give you a bit of extra PvP attack while you level, and it's a pretty good set for 50-60. It's also got a shitload of flight time so it makes a great aether gathering set. Also they are account shareable so you can use them on more than one character. To get this set, take a large pile of platinum coins to the higher level garrison in Heiron or Beluslan. You will need to make sure it belongs to your faction, but if it does there is a vendor there who sells boxes that may or may not contain a random PvP accessory.

Note: These cannot be accessed once you hit 51, but as they are account shareable you can always grab them on another character if you have one in range.

Bloodmarks/ Battle Medallions

These can be used to buy the basic level 65 PvP gearset. They can be obtained from:

- Levinshor/Akaron have camps that give a total of 45 bloodmarks.
- Panesterra/Pangea have camps that give 16 bloodmarks per map and reset daily.
- The Upper Abyss has camps that give random bloodmarks/bloodmedals on EU and a standard 160 blood marks / 32 blood medals on NA.
- Linkgate Foundry/Baruna Research Lab's final boss drops 12 blood marks.
- Occupied Rentus/Heroic Rentus base gives 17 per run (12 from bosses, 5 from quest at the end)
- Ophidian Bridge/Jormungand's Bridge gives ~20 per run.
- PVP quests, arenas, pvp instances, etc can also give them.

Thanks to /u/apostles for this one!

Crafting

The best crafts for usefulness and money making are Alchemy and Cooking, and it's a good idea to have Aethertapping too, as Aether can be morphed into other ingredients. Leave the other ones until end game, and even then, only peruse them if you're extremely bloody minded. Crafting gear is expensive and rather unnecessary unless you're going for the really high end stuff. [See my crafting reddit post here.](#)

Crafting database

[Here is /u/skratemurkindmd's crafting database, which will help you make your crafting more profitable.](#)

Making money

Making money is easy in AION and can be done in several ways:

- Crafting food, scrolls and potions and selling them.
- Grinding mobs that drop good stuff
- Running instances and killing bosses
- Buying foolishly priced things and re-selling for more. NOTE: This can be damaging to your server if you take it too far. Push elemental stones too high and pots and scrolls go up. Making essential items inaccessible to all but the richest players can gain you money, but in the long run you're just making it harder for people to get established on your server.
- Stockpiling necessary ingredients can be worth a lot - many ingredients such as Greater Elemental Stones are only ever cheap because of bots. After banwaves, these often raise in price by 1000%, making you a tidy sum if you have a lot of storage to hold these for a long time.

Gear

At low level there is no need to buy anything. You'll get plenty from quests (especially those pink ones). Don't spend at low level (especially in the EU as you need to save for your first Gold Pack). If you really want to save cash don't even socket.

At 65 you can grind bloodmarks/ battle medallions for the Strife set, which will give you some reasonable PvP defence/ attack and is fine for the easier instances.

If you like to PvE, get the Ancient Coin set, especially if you're a tank or cleric. Strife gear will not be enough for instances like Rundiniam.

If you plan to twink, arena or 50AP is good. Also check out the Tahabata weapons from Dark Poeta.

At around 50 you can get an extendable weapon from Adma or Theo Labs. Also look out for the easy to get Daevanion sets which turn up at 46 and 56 (I think).

Hierarchy of items can be easily seen by looking at the broker window.

A wide variety of gearsets is available from end game instances. Many of these can be done in Strife gear, but some will require at least Ancient Coin.

Abyss PvP gear takes a while to get, but there is a variety available for different ranks and it's much easier than it used to be. Working on a full set still takes a few months however. You can run daily quests for ceranium medals (300 total).

Manastones

Socket manastones in your gear to improve stats.

Aethertech	MB, HP, Parry, MR
Bard	MB, MA, HP
Gunner	MB
Assassin	Crit, Attack, Accuracy (PvE), Magical Accuracy (PvE)
Ranger	Crit, Attack, Accuracy (PvE), Magical Accuracy (PvE)
Chanter	Crit, Attack, Accuracy (PvE), Magical Accuracy (PvE)
Cleric	DPS: MB, MA, HP, MR, Block Full heal: HP
Gladiator	Crit, Attack, Accuracy (PvE), Magical Accuracy (PvE)
Templar	Crit, Attack, Accuracy (PvE), Magical Accuracy (PvE) – can use a full HP build for tanking
Sorcerer	MB, MA, HP, MR
Spiritmaster	MB, MA, HP, MR

Stats

[A full guide to the stats found in Aion is here.](#)

Finding a guild

If you want to get the most out of Aion, being in a good guild is the best way to go. The harder parts of the end game content require good groups, and trying to pug the harder instances can be a bit frustrating. Also if you want to get the most out of sieges and PvP, guilds are great.

It's actually best not to look for a long term guild straight out of the gate. For one thing you're going to be spending the first 55 levels on the starter server playing with people from other servers. Also most good guilds don't really recruit people who don't have the gear to fit into at least the bottom end of their roster, so trying to find a competitive guild when you don't have enough gear to do mid range end game content will be hard. Smaller guilds can be nice, but if you want to really play the shit out of the game and see all the content you might find some smaller guilds can't get the numbers together for the larger group content.

So until you're geared, I recommend looking for an xp legion. If a legion has 10 or more people online you get a 10% leveling buff, so there are lots of legions that are literally just there to try and keep that buff running. Some might do some stuff together as well, but as you can basically solo to 65 and pug all the leveling content it works out pretty well.

Maximizing your warehouse space if you're EU and don't have a goldpack yet

Things to save:

Crafting:

Elemental stones, aether. Chuck everything else.

Manastones:

If you're doing alchemy, save white crit and magic stones - you can craft them up to higher levels. Never save parry, mana, low level attack (save green ones), low level block or low level accuracy - they're cheap and worthless. Save any stones useful to your own class or expensive ones for other classes. At end game, the most expensive stones are generally (in descending order) magic boost, crit strike, magical accuracy, block, HP (depending on server, the last three vary a bit but mb and crit are usually high). Most other stuff isn't that valuable but again that does depend on server.

Gear:

Sell to the general trader - just check skins before you sell them in case you come across something you personally like as some lower level skins are kinda pretty. Don't save anything you've leveled out of UNLESS it's account tradeable PvP gear that you might use for an alt.

Gatherables:

If you can save these it's sometimes worth it as people buy random stuff to level crafting or make furniture.

Stigmas

Save all non limited stigmas, some are really valuable.

Event items

Save them till you can sell them

Event tokens

Events do repeat but most of them do so rarely. Save anything for rukibuki circus or shugo tomb, most other event tokens (like the things you trade to event npcs) can be thrown away if you don't have endless space.

Also if you don't already have one, start an alt. Then you have access to their warehouse via the account warehouse.

Once you have a goldpack, mailing yourself things is a great way to store them. Your mailbox is basically a 100 item warehouse

Running faster

Several things can make you run faster. These are:

- Running scrolls
- Boots with an added run speed stat
- Certain candies, usually from events
- Titles
- In NA, you can purchase a 5% buff in the shop

Titles

Titles can be accessed from the character tab, they give a variety of different stats, You can get them from quests, from the store, from veteran rewards in the EU. They may also be

purchasable from NPCs in game if they didn't take those out. Can't remember. Anyway, it's worth checking out the titles you accumulate and using appropriate ones. [You can find different types of titles here.](#)

Other guides:

[Newbie cleric guide to healing Infinity Shard/ Kata](#)