

Mabinogi Echostones Guide

Getting through Sidhe Mission, and leveling Echostones might be a bit difficult without the right information. The following is a quick write-up on some methods to get through Sidhe quickly, and best rates for Echostone leveling.

***(Currently outdated rates. Update happened, and made echo lvling vastly easier)**

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Echostones

- One of the supporting equipment for characters.
- You can equip 3 at a time of different colors/types.
- You cannot stack the same color/types.

Stats/Awakening

- Echostones Provide an Uncapped Stat Bonus (Bypasses the 1,500 limit), and can obtain a single line Reforge.

- You can obtain between 47~130 stats per lvl 30 Echostone.
- The Stats and reforge types are based on the color of Echostone.
 - ie: A lvl 30 Red Echostone may have 80 STR and lvl 20 Combat Mastery Max Damage reforge.
- If you're unsure of which colors to get, I usually follow Cryozen7's BiS guide for the best recommendations.

*(Please see Cryozen7's guide for more details at [Mabinogi Best in Slot Guide](#))

Expiration

- The Echostone slots have an expiration timer on them.
- Once expired, the slots are inactive, and all Stat/Reforge bonuses are disabled until time is extended.
- This can be extended by 7 days by completing any Sidhe Dungeon (This happens immediately upon completing the dungeon).
- You can extend up to 30 days at a time.
- You can also have this unlocked without running Sidhe, by having VIP Service bought.

Leveling

- Everytime you complete Sidhe Dungeon, you are given 3 attempts to lvl Echostones.
- These attempts have a success rate involved.
- Once you hit lvl 25, every fail from there will drop the lvl back down by 1. This makes getting to 30 ridiculous.
- You will end up running a lot to max out your Echostones, but there are some ways to increase this chance.

Base Rates

- The following cover the rates between lvl 1~14~29 upgrades. Just as an example for what to expect.
 - Beginner = 100% ~ 29.50% ~ 20%
 - Intermediate = 100% ~ 35.40% ~ 24%
 - Advance = 100% ~ 44.25% ~ 30%
- As Described in the Wiki, these rates at lvl 26~30 have a difficulty # of attempts at:
 - Beginner = 4126.69 attempts
 - Intermediate = 1172.95 attempts
 - Advance = 246.04 attempts

*(Please see <https://wiki.mabinogiworld.com/view/Echostone> for more details)

Bonus Rates

- Luckily there are currently two ways to increase the success rate as follows:

Events

- Some events include a Echostone success rate +10%

- Usually this is the Master Plan event that happens twice a year. Be on the lookout for that.

Assistant Potions

- Not new, but now easier than ever to obtain.
- Echostone Assistance Potions also add +10% success rate
- You now can obtain as many as you'd like in the Adventure Seal Shop On Saturdays.
- It is 20 Adventure Seals Per Potion.
- *(Please see [Mabinogi Adventure Seals Weekly Guide](#): for more details on Adventure Seals.)
- Combining these two methods, provide a bonus +20% to Echostone lvling success Rate.
- This can chop down the 246 attempts drastically.

Awakening

- Once an Echostone reaches lvl 30, it can obtain maximum Awakening/Reforge lvls.
- It is recommended to wait until your Echostone is lvl 30 to Awaken, to avoid wasting both potential, and AP.
- Awakening an Echostone offers certain Reforges.
- Everytime you attempt an Awakening, it costs an Echostone Stimulant, and AP.
- Each type of Echostone offers different Reforges possible.

*(Echostones and normal reformed Gear do not stack. Only one will be in effect.)

*(Again, it's best to see Cryozen7's BiS Guide on the most useful types of Echostone Reforges at

[Mabinogi Best in Slot Guide](#)

*(Also note, once you Awaken an Echostone, it becomes bound to you. You can use a Trade unlock potion if you wish to trade it).

AP Cost

- Every attempt costs a bit more AP.
- Luckily, this amount resets every Sidhe Dungeon run.
- This goes from 2AP, and can continue to climb... alot
- It's best to cut off your gambling around 50AP just to be safe.
 - *(Also good to note that if you don't have a lot of AP, and still need to finish Skills, you should probably wait on Awakening until those are done, as not to waste your potential early on.)

Stimulant Rates

- There are 3 types of Echostone Stimulants.
- They are required to attempt Awakening on Echostones.
- The Finest Stimulant offers a 20%, or lvl 4~20 chance on Reforges.
- You can obtain Stimulants by:
 - End reward Chest in Sidhe

- Breaking down spare Echostones
- Honestly, The Finest Echostone Stimulants aren't a very valuable rate, and you should just stick to the regular Stimulants when you get them.

Sidhe Finnachaid

- This dungeon is necessary for Echostone lving and Awakening (Echostone type of Reforging).
- You must be a total lvl 500, then complete the Memento Questline, and be lvl 40 before entering.
- There are 3 different types (Curiosity, Fear, Sorrow), and 3 different difficulties (Beginner, Intermediate, Advance) of the Dungeon.
- Only Sidhe Curiosity Beginner, and Sidhe Sorrow Advance will be covered in the guide, as they provide the most benefits.
- Also note: Sidhe Fear Adv should also be completed just once, for the 3rd Support Box it gives.
 - ***(Please see https://wiki.mabinogiworld.com/view/Third_Support_Box for more information on the box rewards)**

Curiosity Beginner

- The easiest of the versions.
- Only contains 2 mid-boss skeleton dragons, and most enemies have relatively low HP.
- Really only recommended if you cannot solo Sidhe Sorrow Adv.
- Has the lowest rate for Echostone leveling.
 - **Also note: Upon completion, you will obtain 5~7 2nd Dungeon Vouchers. Completing enough Runs can provide you with a variety of useful items such as Precise Reforges.**
 - ***(Please see [Weekly Dungeon Vouchers Guide](#) for more details on Dungeon Vouchers)**

Sorrow Advance

- The hardest of the versions
- Contains 4 mid-boss skeleton dragons, and highest enemy HP.
- Recommended the most if you are able to solo, or group up and complete.
- Has the highest rate for Echostone leveling at x1.5 the base rate.
 - **Also note: Upon completion, you will obtain 8~10 3rd Dungeon Vouchers.**
 - ***(Please see [Weekly Dungeon Vouchers Guide](#) for more Details on Dungeon Vouchers)**

Fast clear Method

- Cube 1:
 - Final Hit, or Fireball the dogs dead whichever is easier for you.
- Cube 2:
 - Put up a Fantastic Chorus + Battlefield Overture in the center, then hit the Cube.

- Use a pull-in skill to kill the Nightmare creatures.
 - *(Preferably, I spam Spinning Slasher to kill them all)
- It should take around 10 Nightmares sacrificed in the center to finish.
- 3 Water Marks:
 - Do not hit the 3rd Cube.
 - Instead go to the 3 watermark spots filled with skele fish enemies.
 - Fireball the center, and any fish near that can touch you.
 - Once Cleared twice, you can approach the center, and hit the cube, and run away.
 - Do this for all 3 watermarks, and you can skip the annoying 3rd cube altogether.
 - *(Also clears out the 5th and 6th cubes. Really saves you a good amount of time)
- Cube 4:
 - Usually involves just killing a bunch of Nightmares. Kill them the best way you can.
- Middle Area (eels):
 - Once you reach the middle, you will be spawned in with a bunch of eels.
 - These eels have high defense, and are hard to kill normally.
 - You need to immediately use Dance of Death skill r1, and spam aoe dmg'ing pets that you have to hurt these eels.
 - If done right, you can clear the eels in a single Dance of Death. If not, you might just need to wait it out, and use the skill a second time to clear them.
- Mid-Boss Skele Dragons:
 - Depending on the type of dungeon, 2 or 4 skele dragons should appear.
 - It is recommended to utilize Iron Will Technique, and spam a Final Hit on them, or Hail Storm is my preferred method.
 - Once you are down to one dragon, it will start a necro skill with a 30 second cast time. If it reaches 30 seconds all dragons will respawn.
 - Kill it fast enough to complete.
- Cube 5:
 - If you did the 3 Watermarks, the two normal 5th and 6th side cubes will be gone, and you will instead have a single watermark to complete.
 - Usually same routine as the other 3, and very quick to complete.
 - Once the Cube is hit the boss is available.
- Boss:
 - The boss can be simple enough.
 - Have a tanky pet, Divine Link'd, and have it set up to circle the boss and hold Aggro.
 - Usually the boss will end up missing the pet half the time as it circles around.
 - You can utilize prot reduction skills such as fighter uppercut, smokescreen, hydra, glyphs, and Death Mark to make the boss die faster.
 - Usual methods is to Hail Storm the boss, strafing around avoiding any skele fish. And using meteor r1 + Time Shift Technique.
 - Honestly use whatever is your best dmg'ing skills to take her down.

- Once down, you will have the reward chest, and access to lvl+awaken+break down your extra Echostones.

*(Link back to Main Guide page: [📖 Dundell2's Guides and Recommendations list](#)):

*(Link to a Demonstration of 3 Runs: [📺 Mabinogi - Sidhe Fear/Sorrow Adv. Runs](#)):

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