

**"How To Play Rift"**  
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# **How To PLAY RIFT**

**YOUR STEP-BY-STEP GUIDE TO PLAYING RIFT**

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# **CHAPTER 1: WELCOME TO RIFT**

## **PLANES OF TELARA**

Rift is a Massively Multi-player Online Role-Playing Game (MMORPG), which is a role-playing style online video game with a massive number of players. Rift borrows a lot from older MMORPGs, especially World of Warcraft.

Rift is a complete virtual world, with its own transportation system and economy. You can pursue any number of endeavors from mastering your professions to conquering dungeons to battling other players in competitive war fronts.

## **PLAYER VS. PLAYER AND PLAYER VS. ENVIRONMENT**

Rift has two distinct aspects of gameplay. You can either battle monsters in the virtual world or in dungeons; this is referred to as Player vs. Environment (PVE) or you can battle other living players in war fronts; this is referred to as Player vs. Player (PVP). Typically, players will become experts in one or the other, but not both. The reason why is because of the sheer amount of time it takes to master either. As you play the game and see what it has to offer, you will discover what you are best at and enjoy the most.

## **DEFIANTS AND GUARDIANS**

In Rift you can play one of two factions: Guardians and Defiants. The interesting thing about these

factions is that neither one is the good guy nor the bad guy. The Guardians are the zealous, God-worshiping faction and the Defiants are the pragmatic, science- and machine-oriented faction. This is an interesting twist from the run-of-the-mill good guy and bad guy factions like those seen in World of Warcraft and other MMOs.

## **THE VIRTUAL WORLD OF RIFT**

The virtual world of Rift, called Telara, is vast. Below is an image of the world map for Telara:

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**Telara World Map**

## **ZONES**

The continent of Telara is divided into zones. Each zone in Rift has its own unique look, feel, and background lore. When you first create a character you begin in a "starter" zone. For example, if you create a

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Guardian character, you will start in the Silverwood zone:



**Guardian Starter Zone: Silverwood**

If you create a Defiant character, you will start in the Freemarch zone:

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### **Guardian Starter Zone: Freemarch**

Each zone contains quests and monsters for a specific level range. Silverwood and Freemarch zones target players in the level 1 to level 20 range, for example. As you progressively reach higher levels, you will move to higher level zones and complete quests in those zones.

## **LEVELING**

Every player's first objective when starting is to level their character. In order to increase your character's level, you must earn experience points (XP), which you can do by killing monsters, completing quests, participating in dungeons, and participating in Player vs. Player events known as war fronts (WFs). The majority of the time you will be completing and turning in quests in order to gain the most experience points.

## **QUESTS**

Quests are essentially missions with specific objectives and rewards. Most often quests award experience points and currency. You collect quests from virtual non-player-characters (NPCS). A circular green icon hovering over their head identifies them as

a quest giver.



**Quest Giver NPC**

Groups of quest givers constitute a quest hub. Every zone contains scattered groups of quest hubs. Once you accept a quest from a quest giver, it will appear in your quest log, which is available in the

quest pane:



## Quest Pane

Some quests will have you kill N number of monsters, some will have you gather N number of items, and some will require you to speak with a specific NPC. We will delve into greater detail about quests later in the guide.

## **DUNGEONS AND RAIDS**

In addition to leveling your character by completing and turning in quests, you can participate in dungeons, also known as instances. Many zones in Rift have special dungeons that have powerful monsters and bosses, better loot, and require you to be in a party with four other players in order to complete them.

### **DUNGEON TERMINOLOGY AND ROLES**

In dungeons, each member of your party has a designated role. One member is the "tank"; one is the healer, and the remaining three other members are damage dealers, also referred to as DPS. When your party enters a dungeon, you will begin attacking groups of enemy monsters, referred to as mobs. Each time your party initiates an attack on a mob, it is referred to as a pull.

The pulling strategy your party will use is to allow a player with a lot of armor and threat-generation abilities, the tank; to initiate the pull and cause the entire enemy mob to attack him. When an enemy mob is attacking a player, that player is said to have the enemy mob's aggro.

*Sometimes, a player other than the tank will accidentally get too close to a pack of mobs and they will charge and attack said player. In this case, the player "pulled aggro" on those mobs.*

Once the tank has successfully gained aggro on all of the enemy mobs, the three damage dealing (DPS) classes will commence attack on the mobs. DPS members' goal is to deal as much damage to the enemy mobs as is possible without causing the enemy mob to attack you instead of the tank. If you deal too much damage to a mob, you will generate too much threat, and effectively pull aggro off the tank and it will

come for you. Therefore, DPS members must not only deal maximum damage, but also manage the amount of threat they generate.

The healer is responsible for keeping the party healed during combat, especially keeping the tank alive. The tank and healer are tightly dependent on each other for their survival. If the tank dies, there will no longer be a party member capable of tanking the enemy mobs and keeping them from attacking the other DPS and healer party members. If the healer dies, nobody will heal the tank so he will die, and then the DPS member will die.

### **LEVELING B "GRINDING" DUNGEONS**

Some players strongly dislike questing and prefer to participate in dungeon runs instead as a method of gaining experience points. This is referred to as "running dungeons" or "grinding dungeons." There are

advantages and disadvantages of this approach. The advantage is that you will quickly learn how to play your class and role, and you will develop teamwork skills. The disadvantage is that you will lose out on the reputation rewards, achievements, and gold offered by quests when you complete them.

*If you choose to level by grinding dungeons, once you reach the level cap of 50, you will be much more prepared for end-game dungeons and expert-mode dungeons. If you rarely or never run dungeons and only quest, then you will run into serious problems when you run dungeons at level 50. It takes a lot of time and practice to master dungeons. Keep this in mind as you level.*

### **EXPERT DUNGEONS**

At level 50, once you have acquired the necessary grade of gear, you will be able to run what are known

as expert dungeons. Expert dungeons are level 50 versions of lower level dungeons, but are much more difficult and offer greater loot. When you kill bosses in expert dungeons, you are awarded a special form of currency called Plaques of Achievement which you can use to purchase high quality purple-grade armor from special vendors.

### **RAIDS**

Once you have spent enough time running heroic dungeons and gearing up your character, you will be ready to run advanced dungeons called raids. Raids have extremely powerful monsters and bosses and are the final challenge in the Player vs. Environment side of the game.

## **CHAPTER 2: THE BASICS OF RACES AND CLASSES**

### **RACES**

As we discussed at the beginning of the guide, Rift offers two distinct factions for you to choose from : Guardians and Defiants. Each faction has its own set of races.

Below are the Guardian races:

- Mathosian
- High Elves
- Dwarves

The Defiant races consist of the following:

- Eth

- Kelari
- Bahmi

Neither faction is better than the other faction, nor is any race better than another race. The only thing that differentiates one race from another is 1) the way it looks, and 2) the race's racial traits, which we will discuss in the next chapter. Choosing Guardians instead of Defiants and choosing Mathosian over Eth is largely a matter of personal taste.

In this chapter, we will examine the racial traits for every class. Each race has special racial traits. Each class's racial traits come in the form of a resistance stat and a bells and whistles talent. For example, the high elf racial ability, Angelic Flight, allows you to quickly leap over a small distance. None of these racial traits offer a distinct performance advantage, however.

## **GUARDIAN RACIAL TRAITS**

### **MATHOSIAN**

- Motivational Roar: Increases the movement speed of the Mathosian and nearby group members by 30% for 10 seconds. This ability cannot be used in combat.
- Legacy of the Shade: Death resistance increased by 20.

### **HIGH ELVES**

- Angelic Flight: Flies towards the selected area. Cannot be used in combat.
- Grace of the Forest: Life resistance increased by 20.

### **DWARVES**

- Density: Dwarves can fall twice the distance of other races.

- Miracle of Hammerknell: Water resistance increased by 20.

## **DEFIANT RACIAL TRAITS**

### **ETH**

- Agility: Increases movement speed by 70% for 15 seconds. This ability cannot be used in combat.
- Desert Dweller's Birthright: Earth resistance increased by 20.

### **KELARI**

- Camouflage: The Kelari transforms into a fox for up to 30 seconds, decreasing the range at which enemies aggro them and despawning any pets the Kelari may have. This ability cannot be used in combat.
- Legacy of the Fire Islands: Fire resistance

increased by 20.

### **BAHMI**

- Mighty Leap: Leaps at the selected area. Cannot be used in combat.
- Shalastir Heritage: Air resistance increased by 20.

## **CLASSES OVERVIEW**

Rift allows you to create four possible classes, listed below:

- Mage
- Warrior
- Cleric
- Rogue

Each class in Rift is distinct, offering its own set of unique set of abilities. Each class can choose to master combination of eight possible specializations, known as

souls. We will briefly discuss each class.

### **MAGE**

The mage class is a cloth-wearing, primarily damage-dealing caster class. They can also function as healers via their Chloromancer soul.

### **WARRIOR**

Warriors are plate-wearing masters of melee combat. They make ideal tanks and DPS, but they can also utilize a pet via their Beastmaster soul.

### **CLERIC**

Clerics are versatile, mail-wearing combatants capable of both offensive melee- and magic-based abilities, as well as powerful healers.

### **ROGUE**

Rogues are leather-wearing damage dealers with the ability to perform off-healing via their Bard soul.

## **PETS**

Unlike World of Warcraft, in Rift every class is has a soul that allows the use of a pet. For Warriors, it is the Beastmaster soul. For Clerics, it is the druid soul. For mages, it is the necromancer soul. And for rogues, it is the ranger soul. Pets are useful for questing, especially for classes that possess a poor defensive, like necromancer mages and ranger rogues.

## **CHAPTER 3: THE SOUL SYSTEM: A DETAILED LOOK**

Each class has eight souls; called talent trees in World of Warcraft, to choose from when specing your character. Each class can support three souls at a time. Any particular configuration of three souls is known as a "spec." Players can purchase specs from their class trainer. If you are a cleric, for example, you can have a dedicated healing spec, DPS spec, and tanking spec.

Now we will examine the souls for each of the four classes.

## **MAGE SOULS**

### **CHLOROMANCER**

The Chloromancer soul offers an interesting combination of damage-dealing and healing spells. Some consider Chloromancer viable as an off-healing soul, but I have personally grouped with dozens of perfectly competent Chloromancer main healers. It is all about knowing how to play<sup>1</sup>

*Mages should always have a solid Chloromancer talent build available for off-healing, especially in expert dungeons*

### **DOMINATOR**

Dominators possess powerful crowd-controlling abilities. Like the Archon soul, Dominator is more viable as a secondary soul. The Dominator spell, Transmogrify, is hands-down the most useful mage

crowd-control spell available in Rift. It is worth choosing Dominator as your second or third soul just to acquire this powerful spell.

*The World of Warcraft equivalent spell of Transmogrify is called Polymorph. Transmogrify transforms the enemy into a squirrel and Polymorph transforms the enemy into a sheep (or pig, monkey, rabbit, turtle, or penguin.)*

## **NECROMANCER**

The Necromancer soul offers the most powerful tanking pet for mages. Much like the Warlock class in World of Warcraft, Necromancers have an arsenal of damage-over-time (DoT) spells and self-healing spells. The Necromancer pet, Skeleton Stalwart, holds aggro extremely well, making Necromancers quite useful for questing.

*One complaint that tanks share as of this writing*

*is that pets, especially the Skeleton Stalwart, generate too much threat. I can testify that that pet can pull aggro off even the most geared tanks, which is excessive in my opinion.*

### **ARCHON**

The Archon soul offers great support abilities. By itself, archon is viable as a secondary soul for this reason.

*Support abilities either buff your party or raid, or debuff the enemy mob or mobs.*

### **WARLOCK**

The Warlock soul is a great secondary soul that empowers damage-over-time spells. It works great with the Necromancer soul, for example. It also provides powerful self-healing spells.

## **ELEMENTALIST**

The Elementalist soul offers an empowered pet as well as large arsenal of damage dealing and crowd-controlling spells, and makes a wonderful primary soul for your talent build. It has useful applications in Player vs. Player encounters and in dungeons, raids, and questing.

## **STORMCALLER**

Stormcallers possess a number of weather-based lightning strikes and freezing spells. Their frost spells reduce the movement speed of enemy mobs, thereby facilitating a strategy called "kiting", which involves: 1) slowing the mob, 2) creating distance from the mob, and 3) burning the mob down from range. Stormcaller is a viable primary spec.

*Some Rift players have criticized the Stormcaller soul because of its relatively weak offensive spells.*

*Some have said it is the worst mage soul available. These players fail to recognize the power of kiting. By kiting, you can destroy a mob while sustaining little or no damage. Granted, it may take you longer to kill the mob. In World of Warcraft, frost mage kiting was so powerful that a skilled frost mage could literally take on a mob of 3-4 elites and kill them all without incurring any damage. This is not possible with glass-cannon classes like fire mages.*

### **PYROMANCER**

The Pyromancer soul is the World of Warcraft equivalent of the fire mage. They possess a plethora of incineration spells and are a pure damage-dealing class. Pyromancers also possess a nice mobility spell called Flicker, like Blink in World of Warcraft and a crowd-control spell called Burning Bonds, that allows you to root a single target in place.

*You can certainly quest as a Pyromancer, but without a stronger pet to hold aggro, you may find yourself having to run out of pulls in order to survive. This is where being a master kiter can really pay off!*

## **WARRIOR SOULS**

### **PARAGON**

The Paragon soul offers arguably the best damage-per-second (DPS) for warriors. Many players have complained that it suffers in Player vs. Player encounters at level cap.

### **VINDICATOR**

The Vindicator is the dedicated Player vs. Player soul for warriors. You acquire it by participating in Player vs. Player events. Many players have boasted about this soul, saying it is essential for Rift war fronts.

## **PALADIN**

The Paladin soul represents the traditional tanking soul for warrior tanks. It offers numerous defensive talents, both for you and for your party/raid. Like the Paladin class in World of Warcraft, the Rift Paladin soul offers a full-heal spell called Touch of Life; called Lay on Hands in World of Warcraft. All Rift warrior tanks should either have Paladin as their primary or secondary soul for tanking.

## **REAVER**

The Reaver soul is another defensive tree for warrior tanks. It emphasizes damage-over-time disease attacks and allows you to spread these diseases to nearby targets. Reavers are the Rift answer to World of Warcraft Death Knights. Reavers also possess a number of defensive talents, like Paladins. They suffer only in that they lack burst

damage abilities.

### **VOID KNIGHT**

Void Knights are the anti-caster tank soul in Rift. They use a relatively complex mechanic using magical “pacts”, to store magic and then release it back at the enemy in the form of offensive attacks. They are able to reflect incoming magical attacks, absorb them, and even dispel powerful magic buffs off enemy mobs and bosses.

*Void Knights really shine in expert dungeons, where bosses do tremendous damage via their magical spells. I have a dedicated Void Knight spec for such altercations.*

### **WARLORD**

The Warlord soul offers a wide range of support abilities and enemy debuffing abilities. They have “call” abilities that buff your party’s attack and spell power,

increase your party's health, reduce the amount of damage your party takes, and so on. This is an essential soul for warrior tanks.

*Some have argued that the Warlord is clearly a secondary tree, but I have a powerful tanking spec that spends as many points in the Warlord soul as it does in the Paladin soul.*

### **RIFTBLADE**

Riftblade warriors deal damage with, of all things, magic. You can use Riftblade as a primary soul, but it is arguably more beneficial as a secondary soul.

## **CLERIC SOULS**

### **CABALIST**

The Cabalist soul is the most powerful caster damage-per-second soul available to clerics.

## **DRUID**

The Druid soul is a mix of mostly melee abilities and a handful of offensive spells. It offers a bizarre Faerie pet as well.

## **INQUISITOR**

The Inquisitor soul resembles the Cabalist soul except that it offers a handful of powerful healing spells, making it useful in Player vs. Player encounters and as an off-healer in dungeons and raids.

## **JUSTICAR**

The Justicar soul represents the cleric's tanking tree. It offers threat generation talents, defensive talents, and even healing spells.

*Justicars make great off-tanks.*

## **PURIFIER**

Many players have testified that the Purifier soul is

essential in Player vs. Player encounters because of its heals and ability to cleanse bleed effects.

### **SENTINEL**

The Sentinel soul is hands-down the best healing soul for dungeons and raids. It offers every kind of heal that you will need in a dungeon as well as a battle resurrection spell.

*All serious cleric healers should spend talent points in this soul.*

### **SHAMAN**

Shamans represent the melee damage-per-second (DPS) tree for clerics, much like Shamans in World of Warcraft. Furthermore, Shamans have useful resistance buffs, making them useful in raids and dungeons as a support class.

## **WARDEN**

The Warden soul is another powerful healing soul for clerics. It differs from the Sentinel soul by having more powerful heal-over-time (HoT) spells and it provides decurse spells.

## **ROGUE SOULS**

### **ASSASSIN**

The Assassin soul specializes in stealth abilities, poisons, and stealth attacks. It is reminiscent of the World of Warcraft Subtlety Rogue.

### **BARD**

The Bard soul offers a diverse arsenal of group buffs, area-effect heals, and modest damage dealing abilities. Many dungeon parties seek out Bards for their specialty as off-healers.

### **BLADE DANCER**

Blade Dancers possess a number of defensive talents, making it a viable off-tank. They are known for duel-wielding.

### **MARKSMAN**

Marksman rogues have powerful long-range abilities. They are reminiscent of World of Warcraft Hunters. Furthermore, they have a number of abilities that increase their movement speed, enabling them to kite effectively.

*Many players have indicated that Marksman rogues have amazing damage-per-second in dungeons and raids.*

### **NIGHTBLADE**

The Nightblade soul offers an arsenal of melee abilities that cause fire and/or death damage to the

enemy, making them similar to the Riftblade soul for warriors.

### **RANGER**

Rangers, like Marksman rogues, possess powerful ranged attacks. Rangers place more emphasis on their pet, so their damage is spread out between their ranged attacks and their pets attacks.

### **RIFTSTALKER**

Riftstalker is the rogue tanking soul. They possess defensive abilities as well as self-heals, making them viable off-tanks.

### **SABOTEUR**

The Saboteur soul is by far one of the most novel souls in Rift. The majority of Saboteur attacks utilize explosives. Many players have praised this soul as being very effective in Player vs. Player encounters.

## **CONCLUSION**

Enough theory! Let us create our first character.

## **CHAPTER 4: CREATING YOUR FIRST CHARACTER**

It is time to create your first character!

### **PLAYER VS. PLAYER**

To distinguish between these types of realms, one must understand Player vs. Player shards, sometimes called servers. If you choose a Player vs. Player shard, then you will be “flagged” for Player vs. Player encounters whenever you are outside of a major city. So if you are a level 5 Guardian player, for example, and you are out questing and a level 50 Defiant player sees you, he will be able to attack and kill you. Conversely, if you choose Normal or Role-Playing as your realm, then you will not be flagged for Player vs.

Player encounters and therefore will not be vulnerable to attacks from players in the opposite faction. So, in our example, the level 50 Defiant player could see you but he would be unable to attack you.

Player vs. Player realms are a lot more competitive and can be very exciting. They can also be maddening! This decision should not be taken lightly. You should only choose a Player vs. Player shard if you decide up front that you want to spend the majority of your time battling other players, even when you are occupied with something else at the time, like questing. If instead you are more interested in leveling characters and running dungeons and do not want enemy players to kill you when you least expect it; this is known as “ganking”, then you should avoid playing on a PVP shard.

## GETTING STARTED

Let us create a male, high elf warrior.

Below is an image of the character creation screen:



**Character Creation: Cornwizner, the Worgen Warrior**

As soon as you begin, you will gather quests from nearby quest giver NPCs. From this point on, it is very

straight forward. In our example, the first quest is a simple hand-in quest.

## **QUESTING TIPS**

Performing quests in groups maximizes the amount of XP that you gain. Performing 1 or 2 quests and then trekking all the way back to the quest giver is grossly inefficient. Collect every quest available in the zone, then head out, and do them all at the same time. Then head back and turn the entire bulk of completed quests in.

Here are some useful tips to keep in mind while questing:

- Make as few stops as possible. Minimizing pit stops is the central theme of efficient questing. When you make pit stops in towns after turning in a bulk

of quests, remember to repair, empty your bags, and keep your hearth stone set to a convenient location!

- Kill mobs as fast as possible. This is an important tip! Become a KILLING MACHINE. Kill as if you are possessed. Kill with a sense of urgency. This separates the serious players from the lazy ones.
- Be anti-social: Focus on getting quests done and avoid getting into conversations with people if you can avoid it. Be anti-social, but do not be rude to other players. The point here is to avoid getting into length conversations in guild chat, or stopping questing to help someone with a quest.
- Train less often: Quests are easy enough to perform that you do not always need to train as soon as you level. Stopping your questing, trekking all the way back into town, flying the portal to a major city, riding/walking to a trainer, and then

traveling all the way back consumes a lot of time.

In many cases, this is simply unnecessary.

- Neglect professions: Avoid stopping questing to skill up professions because it consumes an inordinate amount of time.
- When questing, especially at low levels, avoid looting bodies whenever possible. The exception to this rule is obviously when doing quests that require you to loot bodies. Vendor trash at lower levels worth very little. Another exception is if you would like to gather cloth to skill up first aid later on. The time it takes to loot bodies adds up over time.

## **DUNGEON QUESTS**

Many players dislike chain questing because it is a lot of work. Instead, they opt to run chain dungeons. You can earn a decent amount of XP grinding in

dungeons, but it has its disadvantages, which include the following:

- **Less XP:** You earn more average XP by fast questing than by grinding in dungeons.
- **Reputation loss:** Many quests offer reputation gains along with gold and XP. You lose this when you grind dungeons.
- **Profession advancement loss:** By grinding dungeons, you lose many opportunities to skill up professions like mining.

Despite these disadvantages, as long as you are in a competent party, you can earn a decent amount of XP. To maximize XP when running dungeons, only run a given dungeon once you have quests for that dungeon.

## **QUESTING ALGORITHM**

Since you will spend 80% of your time questing, we will now cover the basic questing algorithm.

### **Basic Path**

1. Gather all available quests.
2. Complete all quests in a cluster.
3. Turn quests back in.
4. Optionally repair and empty bags.
5. Goto step one.

As you can see, the algorithm is straightforward. Most of the time, you will simply be looping around different parts of zones, doing bulks of quests and turning them in.

## **CHAPTER 5: TYPES OF GEAR AND BASIC TERMINOLOGY**

### **TERMINOLOGY**

As a beginner, one of the first things you need to do is learn the basic terminology. We will review some basic MMO terminology.

"ok, if u guys get a debuff, get away from everyone or it'll cause aoe damage"

"other than that just zerg him down. inc"

World of Warcraft has its own lexicon. I recommend you review the definition of the most common World of Warcraft terms, listed below:

#### **Mob**

Refers to any hostile beast, demon, humanoid, elemental, or other type of monster.

### **Mobs**

Refers to a pack of mobs.

### **AE, AoE**

Stands for Area Effect or Area of Effect. This refers to spells and/or abilities that affect all targets in a given radius, as opposed to only affecting a single target.

### **Add, Adds**

Stands for "additional", as in additional mob.

Typically, adds are additional mobs that appear in important encounters like boss fights

### **Aggro**

Means "the state of being angry and aggressive over a situation." If you have an enemy mob's aggro, then the mob has you targeted and is going to attack you. When you attack a mob, a

percentage-based number will appear above your character's nameplate, representing the amount of aggro you have accrued.

Once this number reaches 100%, you will have the mob's full aggro and it will begin attacking you.

Blizzard recently implemented a very useful feature for detecting changes in aggro. When you begin to either gain aggro or gain full aggro, you will hear a sound effect that sounds like a deep drum sound.

### **DPS**

Stands for Damage per Second. The term DPS is synonymous with "attack", so if a player says "DPS that mob!" it means, "Attack that mob!"

### **Buff**

Refers to any temporary, beneficial effect on a player. Buffs are displayed as an icon below a player's nameplate. Buffs for your character are

displayed in the upper right-hand corner of the screen.

### **Debuff**

Refers to any temporary, detrimental effect on a player. Debuffs are displayed on the second row below a player's nameplate, below buffs. Debuffs for your character are displayed in the upper right-hand corner of the screen, one row below your buffs.

### **DoT**

Stands for Damage over Time. Refers to a debuff that is caused by a damaging enemy attack.

### **HoT**

Stands for Heal over Time. The paladin healing spell, Holy Radiance, is an example of a HoT spell.

### **Pull**

To pull a mob means to attack it, causing you to receive aggro.

## **Zerg**

To kill a mob or mobs rapidly, usually by blowing cooldowns.

## **Inc**

Stands for "incoming." Tanks sometimes say this right before they pull a boss.

## **OP**

Stands for Over-Powered. Classes that have abilities that make them too powerful are considered to be OP. For example, if a class does too much damage, is too difficult to kill (in Player vs. Player), or if the class has abilities that are too intelligent, then they would be considered OP.

## **GEAR BASICS**

It is important to understand how gear works in Rift. Below are the primary three attributes found on items of gear:

**MATERIAL**

Quality of material used to construct gear

- Cloth
- Leather
- Mail
- Plate

**STATS**

Base attributes of character

- Strength
- Dexterity
- Intellect
- Endurance
- Wisdom

## **QUALITY**

The quality is identified by the font color of the item's description in its tooltip

- Common
- Good
- Rare
- Epic

Let us review each basic stat in the context of how they benefit each class.

## **STATS FOR WARRIORS**

Warriors benefit from strength, endurance, and dexterity. Strength increases attack power, while dexterity increases physical critical strike chance, and dodge and parry chance. So for warrior tanks, dexterity is more valuable. For DPS warriors, strength

is more valuable. All classes benefit from endurance, but tanks especially do.

## **STATS FOR ROGUES**

Rogues benefit from strength, dexterity, and endurance. Rogues benefit from attack power, so strength certainly does not hurt. But dexterity benefits them more because it increases attack power, critical strike chance, and the avoidance stats of dodge and parry. Rogue tanks will benefit more by having extra endurance than DPS rogues.

## **STATS FOR MAGES**

Mages benefit from intellect and wisdom. Wisdom increases mana regeneration rate and spell critical strike chance. Intellect increases mana, spell critical

strike chance, and spell power. Traditionally, stats like wisdom benefit healers more than DPS casters, so healers should focus on this stat. Intellect benefits all casters, but DPS casters should focus on maximizing intellect more than their healer counterparts

## **STATS FOR CLERICS**

We saved the cleric stats discussion for last for a very good reason: clerics benefit from all stats, but the ideal stats are relative to the role you are pursuing as a cleric. The rule of thumb is as follows: Healing clerics should maximize wisdom; Tanking clerics should maximize endurance; DPS clerics should maximize intellect.

## **CHAPTER 6: SOCIALIZING IN RIFT**

### **THE BASICS OF CHATTING**

The Rift User Interface provides multiple ways to socialize with other players. We will discuss how to accomplish this in this chapter.

### **FRIENDS**

As you play Rift, you are bound to meet new friends. The User Interface allows you to keep track of your friends in the Friends pane.

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## Friends Pane

You can access the Friends pane by clicking on the button in the following image.

**Click this Button to Access the Friends Pane**

If you meet a player that you would like to add to your friend list, target them, open the Friends pane by clicking on the button in the above image, click the

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Add Friend button, and then type in their name.



### **Add a Friend**

From this point on, whenever you want to send your friend a message, you simply open the Friends pane, left-click their name in the list, and click Whisper.

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## Sending a Message to a Friend

Alternatively, you can send a message to any player that is online by typing `"/t [name]"`, where [name] is the name of the player.



## Alternative Method for Sending Messages

Those are the basics of socializing with friends in Rift!

## GUILDS

Guilds are one of the most important social constructs in Rift. A is sort of like a virtual organization or group. It has a name, members, a guild bank, and a hierarchy of ranks for its members.

Below is an image of the guild pane/roster tab:

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## Guild Pane/Roster Tab

The above image shows the Roster tab in the Guild pane. As you can see, there are only two guild members online at the time this image was recorded. If you decide that you would like to leave the guild, you can do this a couple of ways. One way is to left-click your character's name in the roster and then click Leave Guild, as illustrated in the following image:

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### Leaving the Guild via the Guild Pane

Alternatively, you can type `/gquit`. It will then ask you if you are sure you want to leave, in which case you would click Yes.

Guilds have become more and more sophisticated since Everquest. There are special achievements for guilds; called guild achievements. Guilds now level in the same way that players do, by gaining experience

points (guild experience points). Each time a guild levels, a new guild “perk” becomes available. Some perks reduce the cooldowns on certain abilities and some allow you to drop a flag that buffs the party in some fashion.

### **KNOW WHAT TO EXPECT IN GUILDS**

When you join a guild or even decide to run your own guild, you need to be ready for a bumpy ride. World of Warcraft is a massive online game and community and it attracts a very diverse audience. College students play, teeny boppers play, middle-aged men play, grandmas play, and yes, assholes play.

“No matter where you work, there’s always *one*.”

The majority of the time in the majority of guilds [I have been in]; people will treat each other respectfully and behave in a relatively mature fashion. Every once

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in a while, however, people will act like petty kids. The amount of grief one is able to endure and for how long is unique to each individual, but never feel obligated to stay in an unpleasant situation. If you are uncomfortable in a guild for any reason, then you are fully within your right to leave it and find another one. Always treat other players with respect, but do not forget to respect yourself too.

## **CONCLUSION**

Thank you for taking the time to study this guide. There is much more to cover in regards to the paladin class, which we will cover in future publications. Good luck in your PvE and PvE Rift endeavors.

## **RECOMMENDED RESOURCES**

- [www.HowExpert.com](http://www.HowExpert.com)
  - Get more "How To" guides at our website.
- [How To Tank In Rift As a Warrior](#)
  - Learn best practices to keep defensive buffs up.
- [Rift Domination](#)
  - Rift domination strategy guide.
- [KFGuides Rift Leleving Guide 1-50](#)
  - Written by Byriel's server-first Level 50. Reached in 2 days, 20 hours. Step-by-step directions from 1 to 50. Maps and screenshots for each step.