

RIFT



ONLINE GAME MANUAL

EN 1.0

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READ BEFORE PLAYING

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a computer screen, or while playing video games, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no prior history of seizures or epilepsy.

If you or anyone in your family have an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game or computer game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — **IMMEDIATELY** discontinue use and consult your physician before resuming play.



GETTING STARTED

Welcome to Telara, a world besieged by forces from the elemental planes! Prepare for a life of adventure, exploration, and dangerous surprises with this guide to RIFT.

INSTALLATION

1. Insert the RIFT DVD into your disc drive.
2. If AutoPlay is enabled, a title screen should appear. If AutoPlay isn't enabled, or the installation doesn't start automatically, click on the Start button on your Windows taskbar, then:
 - 👁 If you're using Windows XP, click **Run** and type **D:/Autorun**, then click **OK**.
 - 👁 If you're using Windows 7 or Vista, type **D:/Autorun** in the "Search" box and press **Enter**.

If your disc drive is assigned to a letter other than D, substitute that letter.

3. Click **Next** and follow the remainder of the on-screen instructions to finish installing the game.

CREATING AN ACCOUNT

To log in to the game, you must have a RIFT Product Registration Code applied to your Trion Worlds account and a valid RIFT subscription. Visit account.RIFTgame.com to create a new account or to log in to an existing account.

You can find your Product Registration Code here:

- 👁 **Boxed copy of RIFT.** The Product Registration Code can be found on the first page of the Quick-Start Guide.
- 👁 **Digital copy of RIFT.** The retailer you purchased the game from will provide your Product Registration Code.
- 👁 **Purchased RIFT from Trion.** Your code is automatically applied to your account.

MINIMUM SYSTEM REQUIREMENTS

Operating System: Windows® XP, Vista®, or 7

Processor: Dual Core 2.0 GHz or better

System Memory: 2 GB RAM

Hard Disk Space: 15.0 GB available

Video Card: NVIDIA GeForce® FX 5900, ATI/AMD Radeon™ X300, Intel GMA X4500, or better

Optical Drive: 4X DVD-ROM Drive

Sound: DirectX 8.1 compliant card

DirectX®: 9.0c, June 2010 update

Input: Keyboard, mouse

Broadband Internet Connection: DSL, cable modem, or other high-speed connection

PATCHES

If the version of the game on your computer needs to be updated, an **Update** button appears. You must select it to download updated versions of the game files before you can play. (RIFT is constantly changing and evolving, so you'll need to update your files again in the future.) You can read through the patch notes in the window while the patcher installs new files. Once the patcher is finished (or if the game doesn't need patching), select **Play** to enter RIFT.

LOGIN

Enter your **Account Name** (your email address) and **Password** to log in. You can also check your **Account**, contact **Support**, open the **Manual**, and adjust your **Settings** at this screen.

SETTINGS

You can change your **Region**, **Language** (to English, French, or German), or **Window Mode** (Windowed or Fullscreen). **Reset All** reverts to the default settings. **Save** confirms your changes and **Back** returns you to the login screen.

IMPORTANT:

Never give your password to anyone.

No one at Trion will ever ask for your password.

CUSTOMER SUPPORT

While playing RIFT, you can open the **Support Panel** (p. 24).

Support is also available online at www.RIFTgame.com. Click on the **Support** link to visit the support center, where you can find answers to your questions about the game, your account, and technical issues, as well as support phone numbers for your country of residence.



BOOSTING GAME PERFORMANCE

The game automatically detects your computer's hardware and sets the video settings to values best suited for your computer. However, you can modify these values by opening the **Settings** menu (found on the **Character Selection** screen (p. 7) and in-game in the **Options Menu** (p. 20)), selecting **Video: Advanced**, and adjusting the sliders to lower values. If you make an adjustment and then change your mind, return to this screen and press the **Defaults** button.



PLANE OF AIR
 God of Air Crucia
 Air Cult The Storm Legion

REPORTING ABUSE

Most players want everyone to enjoy playing **RIFT** and have good intentions when you encounter them. But every once in a while you may encounter another player who engages in abusive behavior, such as spamming, selling gold for real money, or harassing other players. Such activity is a violation of Trion's Terms of Use and Code of Conduct. If you encounter a player violating these policies, please open the **Support Panel** (p. 24), click the **Contact GM** tab, select **Report a Player**, and type in a description of the behavior and the name of the player's character. You can review the Terms of Use and Code of Conduct online at:

<http://www.riftgame.com/en/legal/terms-of-use.php>

BEGINNING PLAY

- ☞ After logging in to **RIFT**, you select a game server (or **shard**) to play on. The characters you create are restricted to the shard where they were created; they cannot be moved to another shard. Review the **Shards** chart (below) to see what types of shards are available.
- ☞ Once you've selected a shard, the first character creation screen appears, where you choose to create a Guardian or Defiant character.
- ☞ Each faction allows you to choose between one of three races: Mathosian, High Elf, and Dwarf (Guardian), or Eth, Kelari, and Bahmi (Defiant).
 You then choose your Calling, which will determine the gameplay mechanics, Souls, and equipment your new character can use.
- ☞ Finally, you customize your character's appearance, adjust features, and choose a name.
- ☞ When you finish creating your avatar, you're immediately transported to Telara for the first time.

SHARDS

There are many different shards (servers) running **RIFT**. Each character you create is bound to the shard you selected at character creation, so if you're planning to have friends join you in the game, make sure that you all choose the same shard.

Each shard has exactly the same quests and content, but the rules are slightly different:

Player vs. Environment (PvE). Your primary foe here is the world itself; **Player vs. Player** combat is only allowed in warfronts and when encountering players of the opposing faction, and only if you've flagged yourself for **PvP**.

Player vs. Player (PvP). Players can attack players of the opposing faction anywhere in the world.

Roleplaying (RP). This can be a subset of both **PvE** and **PvP** shards and is for players who like to remain in character while they play. The rules for naming your character are more strict on **RP** shards.

YOUR NEW WORLD

Telara contains large deposits of **sourcestone**, charged matter from the dawn of creation, and is located at a unique intersection where six elemental planes converge. Elemental energies that come into contact with sourcestone become physical, and Telara, so heavily influenced by every element (Life, Death, Air, Fire, Water, and Earth), boasts incredible diversity and wealth.

Telara's people could enjoy endless prosperity, if only they could keep the world safe from those who would plunder it.

THE BLOOD STORM & THE WARD

The planes form a nexus of energy around Telara, and it is this unrivaled power that first attracted the mighty elemental gods of the **Blood Storm**. Led by Regulos, god of Death, the Blood Storm devoured countless worlds in its unending hunger for conquest. But when the Blood Storm moved toward Telara, its baleful gods turned upon each other. Regulos sought to destroy Telara, but the lesser gods of the Blood Storm wanted to rule it.

The vicious infighting that resulted allowed the people of Telara and their native gods to strike back, imprisoning the elemental deities one by one. United, the Telarans expelled even the powerful Regulos, destroying his physical form and banishing his spirit.

Helped by their gods, the mages of Telara fashioned the **Ward**, a magical barrier around the world. The Ward protected Telara from the planes, keeping the peace by imprisoning the captured Blood Storm and preventing the return of Regulos.

THE BARRIER BREAKS

For eons the Ward held, until it was breached through treachery. In the many years since, massive **riffts** have begun appearing where the planes intersect, tearing through the Ward and bringing the chaos of these outer dimensions to Telara. They must be stopped at all costs!

RIFTS & ELEMENTAL PLANES

A rift is a crack in the barrier protecting Telara, allowing one of the outer planes to intrude on your world. When a rift occurs, the people of Telara must reseal it by defeating its invading monsters. These invasions occur in stages, with the monsters of each stage more powerful than the previous one. Anyone near a rift is strongly encouraged to help defeat these monsters and reseal it.

For more information, see **Riffts** (p. 30).



SOULS FOR ALL

RIFT's Ascended Soul System gives you unprecedented character customization options in the form of **Souls**. Each Soul is the spirit of a legendary figure from Telara's past who exemplified a particular style of fighting, healing, or slinging spells. Only the Ascended can bond with the many Souls that match their Calling, each of which has a unique Soul tree into which the Ascended can invest Soul points they earn through leveling. You can even save up to four of your favorite combinations of Souls and points (called Roles), and swap between them at the touch of a button!

THE NEW YOU

The rifts are getting worse as the Blood Storm grows in power. Though mages continue to work at the Ward, they can see no hope. Telara will be overwhelmed within a handful of days unless someone steps forward to fight the rifts ... someone like you!

- As one of the **Guardians**, you have been resurrected by the gods to fight for Telara with all the might, wisdom, and ruthlessness you displayed in your past life.
- As a **Defiant**, you have risen from eldritch machines in a nightmarish future where the dragons are victorious. You are the last hope, sent back to the past to rescue Telara from this horrible fate.

Whether Guardian or Defiant, you are immortal, able to commune with the souls of Telara's legendary figures, and have joined the ranks of the Ascended.

THE ASCENDED

Ascended. As one of the Ascended, you can return from the dead when killed, and can commune with powerful Souls to customize your Abilities to face any peril the rifts throw at you.

Souls. Though you begin following in the footsteps of one of Telara's former heroes, you can bond with additional Souls, kindred spirits who fought as you did for Telara's survival. Each Soul can grant you its own life experience and expertise far beyond your initial Soul's prowess. As you gain experience in Telara, you will acquire the powers of many Souls, though you may only combine Abilities from three Souls at a time.

Roles. These combinations of Souls and Abilities are called Roles. You can create and store up to four Roles, and switch between them at almost any time, matching your Role to your current challenge. The Blood Storm is certainly mighty, but they cannot match the versatility and ingenuity of the Ascended.

CHARACTER RACES

GUARDIAN RACES

MATHOSIAN

Long before it was destroyed by the Shade, cold Mathosia was ever the home of legendary heroes and warriors.

HIGH ELF

Oldest of Telara's races, the High Elves are protectors of the land. Wise and skilled, their tranquil nature masks a ruthless dedication to the gods.

DWARF

Dwarves are known for their stolid and pragmatic nature, but are also a curious and creative people, masters of whatever craft they employ.



DEFIANT RACES

ETHIAN

The Eth rose up in the deserts of the south. A clever and resourceful race, they have a tradition of taming their environment with magic and technology.

KELARI

The Elves of the lost Kelari Isles have been tainted by generations of exposure to raw planar magic. Effective spiritual mediums, the Kelari are a powerful but somewhat unpredictable race.

BAHMI

These exotic tribesmen of the Rhaza'de Canyons are a hospitable race of strong, clever people who excel in both the arts of war and of crafts.



CHARACTER CREATION

Before you select **Create**, choose the shard where you want to play this new character. Once you've chosen a shard, select **Create** and follow the options there. After each choice, select **Next** (for the next choice) or **Back** (to review/change previous choices).

1. **Origin.** There are two playable factions in RIFT, the **Guardians** and the **Defiant**. Both are devoted to eradicating the Blood Storm threat, but they violently disagree over the best way to do so. This disagreement often leads to deadly combat, especially on PvP shards.
2. **Race (and Gender).** There are three races for each faction. Select the male or female portrait for the race you choose.
3. **Calling.** A character's Calling determines his or her play style, equipment, and available Souls. While you can mix and match Souls for different situations, each character can only have one Calling — **Cleric**, **Mage**, **Rogue**, or **Warrior**.
4. **Name and Appearance.** Type your character's name in the box at the bottom of the page, or select **Random** to have a name generated for you.

Change your character's appearance with the **Face**, **Eyes**, **Nose**, **Mouth**, **Hair**, **Markings**, **Facial Hair** (male), **Makeup** (female), and **Body** options, or select **Random** (located below the Body section in the lower right of your screen). You may click the lock icon next to any section in order to prevent change to the attributes in that section.

Next launches you into the game. You're ready to play RIFT with the character you just created.



CHARACTER SELECTION

Once you've created a character, the first screen is your character selection screen. It displays the most recent character you've played, plus a list of all your characters and several buttons.

A series of portraits on the left edge of the screen lists each of your characters, their Names, Levels, Races, Callings, Faction (Guardian or Defiant), and Current Location. Select a portrait to choose and display that character.

The shard of your currently selected character is displayed above six buttons at the bottom of the screen:

- 👁 **Quit.** To leave the game
- 👁 **Delete.** To delete the selected character
- 👁 **Play Intro.** To view the RIFT intro video
- 👁 **Settings.** To adjust your audio or video settings (these options are also available in the game; see **Options Menu**, p. 20)
- 👁 **Shard.** To select a new shard from a list with each shard's name, rule-set (PvP or PvE), population status, and other details
- 👁 **Create.** To create a new character (you may have up to six per shard)
- 👁 **Play.** To enter the game with your current character

CLERIC SOULS

CABALIST



A Cabalist is an offensive Cleric who draws on powers that others fear. Using ritual and sigil to call forth seeping death and suffocating water, he devastates the battlefield with powerful attacks that catch all of his enemies in a sinking grip.

DRUID



A Druid is a powerful melee combatant who exists in harmony with the forces of nature. She is able to call forth uncorrupted Fae spirits from the Plane of Life to harry her foes, heal her allies, and even manifest as a companion creature.

INQUISITOR



An Inquisitor is an offensive Cleric who specializes in the administering of pain. He channels his divine wrath into individuals he deems worthy of punishment, corrupting the blood in their veins and slowing the beat of their very hearts.

JUSTICAR



A Justicar is a defensive Cleric who excels at fighting shoulder to shoulder with her allies in close combat. Her conviction builds with each swing of her weapon, bolstering nearby allies and powering her potent healing magic.

PURIFIER



A Purifier is a healing specialist who draws from a synthesis of Life and Fire spirits, allowing him to focus incredible healing energies on a single individual. His spiritual power can also be focused outwards, smiting down those who oppose him.

SENTINEL



A Sentinel is a healer who brings the blessings of light and healing to all who would do the will of the gods. Capable of healing large groups of those in need, she bolsters her allies with the life of the gods, and protects herself with the wrath of the divine.

SHAMAN



A Shaman is an offensive Cleric who serves as a conduit for the elemental forces that compose the world. This power augments his every attack, making him a powerful melee combatant while shielding him from harm.

WARDEN



A Warden is a healer who calls upon the soothing power of water. She specializes in slow healing that escalates over time, making her ideal at aiding allies throughout prolonged fights that would leave most exhausted and unable to continue.



TEMPLAR (PvP SOUL)



Powerful attackers and defenders, these versatile Clerics are just as happy blessing friends as introducing foes to the business end of a warhammer. Invaluable support players, Templars complete any elite strike-force.

MAGE SOULS

ARCHON



An Archon is a support specialist who has mastered the art of stealing an opponent's strength and converting that raw energy into beneficial magic. This allows him to bolster his allies, instantly turning the tide of battle when things seem bleakest.

CHLOROMANCER



A Chloromancer is a healing specialist who draws on the vital energies of plants and nature to find a balance between life and death. This allows her to harness energies into a devastating force and recycle destructive magic to heal her allies.

DOMINATOR



A Dominator is a support specialist who excels at terrorizing his opponents, leaving them unable or unwilling to act. Those who can muster the courage to assault a Dominator will find themselves at the mercy of arcane shields that turn the fury of their own blows against them.

ELEMENTALIST



An Elementalist is an offensive Mage who specializes in manipulating and controlling the raw energies of the planes. Through fierce discipline and strict study, she has learned to master the primal forces of the elements and bind them into physical form to serve her will.

NECROMANCER



A Necromancer is an offensive Mage who has mastered the forbidden art of reanimating the dead and binding them to his will. His twisted magics allow him to siphon off the vital essence of his opponents, leaving them frail and unable to defend themselves from his undead minions.

PYROMANCER



A Pyromancer is an offensive Mage whose sole focus is the mastery of fire. She is capable of harnessing this power for a multitude of uses, from massively destructive fireballs to more subtle manipulations that trap her opponents behind blazing walls of flame.

STORMCALLER

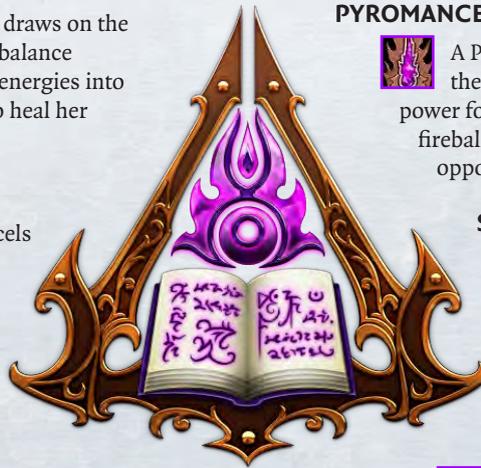


A Stormcaller is an offensive specialist who has learned to harness the power of the weather. He can devastate a large area by drawing on the power of wind and water, chilling his opponents with freezing rain or stopping their hearts with a bolt of lightning.

WARLOCK



A Warlock is an offensive specialist who embraces the darker forces of entropy and death. From within a cloak of protective shadow, this Mage directs deathly energies, inexorably consuming her enemies' lives and feeding herself on their stolen breath.



ARCHMAGE (PvP SOUL)



Archmages rain magical doom across whole swathes of terrain, until the enemy faction has no place to stand. These spell-casters study the currents of magic itself, and are able to alter and dispel arcane forces at play upon the battlefield.

ROGUE SOULS

ASSASSIN



An Assassin is an offensive Rogue who has mastered the art of subtlety and subterfuge. He stalks the shadows, bypassing obstacles to launch devastating surprise attacks. Those who survive this initial assault will find themselves quickly falling prey to his virulent poisons.

BARD



A Bard is a support specialist who uses her songs to inspire her allies and dishearten her foes. She is in her element as part of a group of adventurers, where her musical codas, fanfares, and anthems are most effective.

BLADEDANCER



A Bladedancer is an offensive specialist who overcomes opponents with precision strikes and graceful agility. Her deadly dance is mesmerizing, enabling a talented Bladedancer to easily avoid or deflect incoming attacks, while simultaneously launching lethal attacks of her own.

MARKSMAN



A Marksman is an offensive sharpshooter who is trained to thin the enemy ranks with ruthless efficiency. He combines swift hit-and-run attacks with devastating volleys, endlessly harassing his opponents and leaving a field of dead and crippled foes in his wake.

NIGHTBLADE



A Nightblade is an offensive Rogue who mixes arcane powers with cold steel for deadly efficiency. Cloaked in shadow, he relies on precise strikes of the blade and the cold fires of death to leave naught but ash in his wake.

RANGER



A Ranger is a flexible Rogue having an uncanny way with the wild beasts of Telara. This master of bow and blade develops a bond with her pets that lets them move as one in battle, each knowing what the other is thinking and reacting accordingly.

RIFTSTALKER



A Riftstalker is a defensive specialist who has learned to bend the magic of the planes to aid him in battle. He uses this knowledge to shift himself in and out of the planes, granting him unprecedented mobility and the ability to shrug off the most lethal of blows.

SABOTEUR



A Saboteur is an offensive Rogue who employs all manner of explosives and other incendiaries to cripple her opponents and control the battlefield. With proper preparation, a Saboteur can destroy a team of opponents without ever engaging them directly.



INFILTRATOR (PvP SOUL)



Infiltrators strike from the shadows, crippling victims and bypassing their defenses with ruthless blows. Even the mightiest combatant is at risk when one of these Rogues lurks about the battlefield, ready to strike at any time.

WARRIOR SOULS

BEASTMASTER



A Beastmaster is an offensive Warrior whose strength comes from a deep bond with his spirit companion. This companion manifests as an ally in battle and emboldens the Beastmaster, granting him its power.

CHAMPION



A Champion is an offensive powerhouse who specializes in the use of two-handed weapons. She wades into battle, quickly closing on the strongest opponent she can find with a single goal in mind: to seek glory by defeating all those who stand in her way.

PALADIN



A Paladin is a defensive Warrior specializing in the use of shields to deflect incoming damage and set up powerful counter-attacks. In addition, he calls upon divine powers to bolster his own defenses as well as those of nearby allies.

PARAGON



A Paragon is an offensive fighter who does not pause long enough to give her enemy time to attack. A master of dual-wielding blades, she builds powerful strikes using parries and disciplined forms to both propel her blows and keep her out of danger.

REAPER



A Reaver is a defensive specialist who combines the art of combat with the energies of death. The slightest touch of his weapon can spread disease and incite madness, leaving his foes incapable of mounting an assault against him and his allies.

RIFTBLADE



A Riftblade is an offensive Warrior who uses both blade and elemental forces to attack her enemies. Versatile in her assaults, she can strike from range with spears of energy or in close combat by enhancing her weapon with raw elemental power.

VOID KNIGHT



A Void Knight is a defensive specialist who has trained in eldritch techniques to fight those who wield magic. Spells that would bring another Warrior low are shaken off by a Void Knight, reflected back at the caster, or stored in magical pacts he can unleash with devastating effect.

WARLORD



A veteran survivor of many battlefields, the Warlord is a support specialist who has lived her life in conflict and understands it at an instinctual level. With powerful command auras, she controls the field of battle, emboldening allies and weakening opponents.



VINDICATOR (PvP SOUL)



Vindicators are nigh-unstoppable juggernauts of combat prowess. Emphasizing the Warrior's combination of iron endurance and brutal strength, Vindicators devastate their enemies and defend their allies.

YOUR SCREEN

1 CHARACTER DISPLAY

This shows your portrait, plus your Health bar (green) and the bar that displays your special Ability resources:

- 1 **Cleric & Mage.** Mana (blue bar) is used to power magical spells. It regenerates very slowly. In addition, Mages can also use Charge (aqua bar) to unleash powerful magic attacks.
- 2 **Rogue.** Energy (purple bar) is used for special attacks; it recharges quickly. Rogue special attacks build Combo Points that are displayed as dots on the border of your opponent's portrait. Combo Points are used to unleash powerful finisher attacks; they are removed when you change or kill your target.

- 3 **Warrior.** Power (yellow bar) is used for special attacks; it recharges slowly. Warrior attacks build up Attack Points that are displayed below the Power bar. Attack Points can be used to unleash powerful offensive and defensive abilities and do not decay over time. Some Warriors, such as the Void Knight, earn **pacts**, which accumulate into a pool and can be used by special Abilities to unleash a powerful offensive or defensive move.
- 4 Your current level is posted at the base of your portrait. The displays for pets and other party members also appear in this area.

- 1 Character Display (p. 12)
- 2 Panel Buttons (p. 13)
- 3 Chat Window (pp. 13-14)
- 4 Action Bar (p. 14)
- 5 Inventory Bar (p. 15)
- 6 Quest Stickies (p. 15)
- 7 Mini-Map (p. 15)
- 8 Buff & Debuff Icons (p. 15)
- 9 Other Displays (p. 15)



Screen for Rogue character

2 PANEL BUTTONS

Click on these icons to display information panels. See **Panel Buttons** (pp. 16-26) for more on each of these panels.

3 CHAT WINDOW

The **General** Chat window displays chat from players and game messages, including notifications that you have reached a new level or collected a new item. The **Combat** Chat window gives you information about combat activity. Right-click on a tab to select filter options. This allows you to choose which chats and events you'd like to see, and which you'd like to ignore. You may also create a new custom Chat window by right-clicking any Chat window.

To send a chat message, press **[Enter]** and then type your message. When you're ready to send it, press **[Enter]** again.

If you left-click on a character's name in the Chat window, you can select a variety of options from the drop-down menu that appears:

- 👁 **Whisper** a private message that only the character receives.
- 👁 **Invite** the character to join your party.
- 👁 **Target** the character, rather than sending a chat message.
- 👁 **Ignore** all chat from the character.
- 👁 **Report Spam** from a character who has been sending spam chat (unnecessary messages that clog the Chat window).

Alternatively, to send a private message to a player character, you can press **[Enter]** as usual, then type:

/tell <character's name> <message>

- ③ Click the Chat icon (at the lower-left corner of the Chat window) to display a list of options that limit who receives your next message. You can select an option from this panel, or you can type in the option directly. They include:

/say Normal chat; this tag isn't required unless you're currently locked into another style of chat, such as **/party**, **/raid**, etc.

/party Sends only to your party

/guild Sends only to your guild

/raid Sends only to those in a raid with you

/yell Sends a typical **/say** message much farther than normal

/reply Sends a private reply to the last person who sent you a private message

EMOTES

/angry	/confused	/flex	/kneel	/pray	/talk
/beg	/cower	/flirt	/laugh	/rude	/thank
/bow	/curtsey	/gasp	/laydown	/salute	/wait
/bye	/cry	/grin	/lol	/shrug	/wave
/cheer	/dance	/grovel	/no	/silly	/yes
/chicken	/drink	/help	/openfire	/sit	
/clap	/eat	/hug	/point	/sleep	
	/facepalm	/kiss	/ponder	/smile	

Emotes. You can also send an emote that displays an action-oriented chat message and usually an in-game animation. While a partial list of options appears below, new emotes await your experimentation and discovery!

You can create and customize more tabs — click on the “+” tab to create and name a tab for a new channel. Once it's created, click it to select it and right-click it to define what it displays. By right-clicking:

- 👁 **Lock Group** locks the current group of chat windows together, so that they cannot be moved or separated until unlocked.
- 👁 **Create New Window** creates a new Chat window
- 👁 **Rename Window** to change the tab display name
- 👁 **Reset Chat Windows** restores windows to their default settings
- 👁 **Remove Window** (the window that is currently highlighted)
- 👁 **Settings** allows you to customize the color, size, and background opacity of your various types of chat text

Item Inspection. If you want to show someone an item in your Inventory, first hit **[Enter]** to start a chat message. Then **[Shift]**-click on the item you want to show, which adds it to the chat message. You can add normal text before and after the item in the chat. This is possible with any chat channel.

Looking for Group (LFG). If you're trying to find other players to form a party, you can enter the Looking For Group chat channel by typing **/join lfg** **[Enter]** in the Chat message bar. To leave this channel, type **/leave 2** **[Enter]**.

Console Commands. Use the Chat message bar to send console commands. For example, if you get stuck and can't move, try typing **/reloadui** before contacting Customer Support. Type **/help** for a list of Console Commands.

Chat Option Settings. In the **Options: Settings: Interface: Social** window (p. 20), you can enable Chat bubbles (for everyone or just your party) and filter profanity.

TWITTER

To log in and configure your Twitter connection:

1. Go to **Settings: Interface: Twitter**.



2. Click **Login** and enter your Twitter username and password.
- 
3. Check **Hide UI for Screenshots** if you'd like to tweet screenshots without the UI, but keep it unchecked if you want to show off an achievement.
 4. Change the **Prefix** and **Suffix** as you desire — but keeping #Rift is best!
 5. Click **Apply** or **Okay**.

NOTE: If this is not configured properly, using the /tweet command will prompt you to log in. By default, your prefix will be set to **<your Character name>**, and screenshots will include the UI.

To tweet text. Type /tweet <message>

To tweet a screenshot. Type /tweetpic <message> (message is optional). Your screenshot will be snapped and linked on Twitter!

4 ACTION BAR

Each bar has slots for up to 12 Abilities or usable items. You can toggle between your different bars by using the up and down arrows at the right end of the Action bar.

You can set up six different bars for six different situations. For example, one might be a combat bar, one might be a crafting bar, and one might be a bar with all your pre-combat buffs and similar Abilities.

- ☉ To add an Ability to your Action bar, click-and-drag the Ability icon from the Abilities panel and drop it on one of the Action bar slots.
- ☉ To add an item to your Action bar, click-and-drag the item icon from your Inventory and drop it on an Action bar slot.
- ☉ To use an Ability or item from the Action bar, click on the icon, or use the corresponding key (**[1]–[0]**, or **[=]** or **[=]**).
- ☉ To remove an Ability or item from the Action bar, click-and-drag the icon off the bar.
- ☉ Drag an icon from another slot to a blank slot to move it.
- ☉ Drag an icon over another icon to switch their slots.
- ☉ Drag an icon from outside the bar (for example, from your Abilities panel or an Inventory bag) to replace the original icon with the new icon.
- ☉ See **Options Menu: Key Binding** (p. 20) for how to bind keys to specific Action bar slots.
- ④ **Additional Bars.** You can add even more bars to your screen, but they have no default key commands. Items in these slots can only be triggered by clicking on their icons unless you add key bindings for them through the Options panel. To add a bar, go to the **Options: Settings** panel and select **Interface: Action Bars**. Choose how many bottom and side bars you want to have; each bar has a dozen slots.
- ④ **Pet Bar.** If you have a pet, it has its own smaller Action bar, just above yours. Click directly on an icon or press **[Ctrl]** + the appropriate number key to trigger a pet action.

Experience Bar. Along the top of your Action bar is a visual indicator of your progress toward the next level. As you gain experience points, the bar will fill up from left to right. Hold your pointer on this bar to see exactly how much experience you have and how much you need to reach the next level.

5 INVENTORY BAR

This has 5 slots for equipping bags. You begin with only your backpack (equipped in the left slot).

- 👁️ Click on a bag to open it.
- 👁️ **[B]** to open (and close) all of your bags.
- 👁️ **[Shift][B]** to open (and close) the first (leftmost) bag.
- 👁️ **Search.** Click on the icon at the left end of the bar to open all your bags so that you can search them. Your money display is replaced by a search box; as you type, only those items whose names include what you've typed stay highlighted.

Click the Search icon again to close the search box.

See **Items & Equipment** (p. 34) for more information.

- 👁️ **Money.** Your total money is listed below the bag icons. 100 silver = 1 gold; 100 gold = 1 platinum

The button at the right end of the Inventory bar opens your Character Panel to the Currencies tab (p. 18).



6 QUEST STICKIES

Use your Quest Log panel (p. 21) to choose which quests to track. You may track up to 5 quests; the title, objectives, and progress for each quest you're tracking will be listed below your Mini-map. Once an objective is complete, the text will change from white to gray; once all objectives are complete the text "Complete" will appear next to the quest name so you know it's ready to be turned in.

7 MINI-MAP

This shows your current surroundings. You may move your mouse pointer over icons on the Mini-map to display additional information about the quest objectives, rifts, and other game elements they represent. By clicking on the upper icon on the left edge of the Mini-map you can turn on or off various targets to track. The + and - buttons zoom the Mini-map in and out. The lower icon on the left of the Mini-map brings up the world Map.

8 BUFF & DEBUFF ICONS

These indicate a temporary effect on your character. Buffs are positive effects, while debuffs are negative effects. Hold your pointer over an icon to learn more about the effect it represents. Debuffs are color coded: curses are purple, diseases are yellow, and poisons are green.

9 OTHER DISPLAYS

Hold your pointer over a character to see a tool tip in the lower right of your screen. Click on a character to target it: a portrait of your target appears next to yours. If you're in combat, you see an additional display above your target's head that indicates its health and energy level.

TOOL TIPS

Hold your pointer over just about any character, object, or icon to get more information about it.

**As you play the game,
handy tutorial tips
appear at key moments.**

PANEL BUTTONS

ABILITIES PANEL P

Your Abilities panel lists all the Abilities and Traits for your current Role. The panel has a tab along the left side for each of your current Souls, plus a **General** tab for Abilities and Traits unrelated to specific Souls (such as your initial Racial Traits).

You can use any Ability in this panel by clicking it, and you can transfer Abilities to your Action bar simply by dragging and dropping their icons into the desired slots. (Note that you don't have to place your Traits in the Action Bar; they're always available for use.)

As you advance in the game, you gain new Souls, each with a tab that allows you to access their respective Abilities and Traits. Once you have multiple Roles, you can use the **Role** tab to switch Roles without entering the Soul Tree panel. If you join a guild, you can use the **Guild Perks** tab to trigger perks that your guild has acquired.



Abilities & Traits. Abilities are active — you must trigger an Ability each time you want to use it. Most are instantaneous or last only a few seconds, but some can last over an hour. In general, an Ability only has one level on a Soul Tree.

Traits are passive — they are always on. For example, a Trait might give you +20 defense against a certain type of attack, or improve the accuracy of your own attacks. Many Traits have multiple levels, each providing a progressively greater advantage.

Ability Ranks. You automatically earn the first Rank of an Ability when it is unlocked in the Soul Tree. You can improve it by visiting a trainer for your Calling and training the Ability to increase its Rank. This training is the primary way to improve your attacks and other Abilities. You gain access to more powerful Ranks as your character's level advances.

Prerequisites. Some Abilities require a specific trigger before you can use them. For example, you can't use a two-handed Ability without a two-handed weapon equipped. Icons for Abilities that can't currently be used appear faded in your Action bar.



PLANE OF EARTH
God of Earth Laethys, Queen of Avarice
Earth Cult The Golden Maw

ACHIEVEMENTS PANEL H

The Achievements panel lists everything extraordinary that you've accomplished in Telara. Fulfilling Achievements can be a game all by itself.

The **Summary** tab on the left shows your overall progress, as well as your progress in each category of achievement. Your most recent Achievements are also listed under Summary. Click a category on the left to display details about its available achievements. Some Achievements earn you titles that can be displayed with your character's name and are visible to other players.



CHARACTER PANEL C

The Character panel can be used to quickly view character-related information, including Level, Race, Faction, and Calling. It has several different tabs, each of which shows more detailed information.

Character Tab. This is the default tab selected when the panel is opened. It displays your character's avatar and current equipment. Holding your pointer over a piece of equipment will bring up a tool tip with additional item details.

The seven slots at the bottom display your **Planar Focus** (if you have one), a device that harnesses the essence of the planes to provide you with power. A Focus can hold several Planar Essences; each Planar Essence boosts your stats in one way or another. See **Planar Focuses & Essences** (p. 36) for more information.



Stats Tab. This shows your character's combat statistics. White numbers indicate unmodified stats; green numbers reflect stats that are boosted with equipment, spells, or other buffs. Holding your pointer over a specific stat displays a tool tip about it.

Character Stats include:

- 👁 **Health.** How much damage you can take before you die.
- 👁 **Armor.** Armor reduces the amount of damage you take.
- 👁 **Energy/Mana/Power** (depending on Calling). The resources you have for your special Abilities.
- 👁 **Strength.** Increases Attack Power (except for Rogues), Physical Crit rating, Block rating, and Parry rating.
- 👁 **Intelligence.** Increases Spell Power (for Mages), Spell Crit rating, and Maximum Mana (for Clerics and Mages).
- 👁 **Wisdom.** Increases Spell Power (for Clerics), Spell Crit rating, and Mana Regeneration (for Clerics and Mages).
- 👁 **Dexterity.** Increases Attack Power (for Rogues), Physical Crit rating, Parry rating, and Dodge rating.
- 👁 **Endurance.** Increases maximum Health.

- ☉ **Valor.** Reduces physical and spell damage from other player characters.
- ☉ **Toughness.** Reduces damage of opponents' critical hits.
- ☉ **Resistance.** Reduces damage taken (of each sort) and increases chance to resist spells (of each sort).
- ☉ **Attack Power.** Increases damage of physical Abilities.
- ☉ **Dodge.** Increases your chance to dodge physical attacks.
- ☉ **Physical Crit.** Increases your chance to critically hit with physical attacks.
- ☉ **Parry.** Increases your chance to parry physical attacks.
- ☉ **Hit.** Increases your chance to hit with physical attacks.
- ☉ **Block.** Increases your chance to block physical attacks.
- ☉ **Spell Power.** Increases damage of your magical attacks.
- ☉ **Spell Crit.** Increases your chance to critically hit with spells.
- ☉ **Focus.** Reduces the chance that your spells will be resisted.

Skills Tab. This displays your non-combat skill levels, including professional skills like gathering and production.

Pet Tab. This page is available if you have a pet. It shows your pet's stats, with white (unmodified) and green (buffed) numbers.

Currencies Tab. As you gain various kinds of currency, they are displayed here. To see what each currency is for, hold your pointer over their icons to display their tool tips.

Notoriety Tab. This page lists your standing with non-player factions. The more quests and other accomplishments you complete, the better your standing with these factions. Increase your notoriety with a faction to unlock more game content and rewards. The levels of Notoriety are:

- | | |
|-------------|-------------|
| ☉ Neutral | ☉ Honored |
| ☉ Friendly | ☉ Revered |
| ☉ Decorated | ☉ Glorified |

Artifacts Tab. Artifacts can be found throughout Telara. Some are marked as small, sparkling orbs, some can be looted from NPCs, and some are quest rewards. Right-click an artifact in your Inventory to transfer it to your Character: Artifacts tab. If it's the first of a set, a new series of boxes appears with your artifact in one of the boxes. If it's the last of a set, you can turn it in to your Artifact Collector in Meridian or Sanctum for a reward.

Mounts Tab. Mounts enable you to get around Telara much more quickly. As with artifacts, right-click a newly acquired mount's icon to transfer it from your Inventory to your Character: Mounts tab. To use it, you can click it there, or drag it to an Action bar slot. Click it again to dismount and start walking again. (Note that you cannot fight while mounted.) For more information, see **Travel: Mounts** (p. 37).

Books Tab. In the Books page, you can read the various volumes you've found. This tells you more about the rich history and lore of Telara.

Companions Tab. In addition to pets that help you fight, you can also acquire non-combat pets that follow you around and have no effect on gameplay. Non-combat pets may be viewed here. To summon one, click the icon for it in this interface.

Titles Tab. As you adventure through Telara, your accomplishments earn you various titles of respect. In the Titles page, you can choose one of these titles to be associated with your character name and displayed to other players.



CRAFTING PANEL

A crafting profession allows you to create a variety of items. You can learn up to three different crafting professions by speaking with various profession trainers throughout Telara. Once you have a profession, it appears in your Crafting panel, which lists the recipes that you know and the ingredients that they require. You can switch between professions by clicking on the drop-down tab located at the top left of the panel and clicking on a profession in the list.

You can craft a specific recipe by clicking on **Craft** in your profession interface when you have the proper materials and are next to the appropriate crafting station.

For more on crafting, see **Tradeskills** (pp. 38-40).

GUILD PANEL

When you form or join a guild, you gain a Guild management panel. Use the panel to review general **Info** about the guild, plus **Quest**, **Roster**, and **Log** data. Your guild gains points to spend on **Perks** that can be used by the entire guild. In the **Ranks** tab, a Guild Leader can choose what permissions and actions each rank in the guild is allowed.

To form a guild, talk to the Guild Charter Magistrate in Sanctum or Meridian. The character who forms a guild is its initial Leader.

Guild Permissions. When you select the **Ranks** tab, you also get a list of the permissions for each rank — what members of each rank are permitted to do. Most are self-explanatory, but here are notes on a few.

-  **Guild Chat Speak** means that this rank can talk in the Guild Chat window.
-  **Kick** means that this rank can remove a character from the guild.
-  **Edit Ranks** means that this rank can change the name of any rank.
-  **Train Guild Perks** means that this rank can spend points in the Perk tab.
-  **Set Rally Point** means that this rank can place a guild rally banner (see below).

Guild Perks. There are a variety of Guild Perks that your guild can acquire as it advances in level. Select the **Perks** tab to see what's available; you can select perks from both the left pane and the right pane.

Once your guild has acquired a Perk, its icon appears in your Abilities panel, under the Guild tab. Some Perks are passive, like Traits. To use an active Perk, drag it to your Action bar like an Ability.

However, you must pay to use an active Perk — it takes a **Guild Artifact** each time you use one. Guild Artifacts can be purchased from the Guild Charter Magistrate.

Summon Guild Rally Banner is one of the more useful Perks. It temporarily creates a banner to which guild members can teleport if they have a **Guild Rally Token**. This allows a guild leader to quickly assemble the guild together for a guild quest or other purpose. The Guild Charter Magistrate also sells Guild Rally Tokens.

Other Perks include combat buffs (improving your damage, decreasing enemy damage, improving healing received, and so forth) and non-combat boosts (better loot, faster recoveries, better experience, and so forth).

Guild Quests. Guilds earn experience and levels by completing guild quests. Although Guild Quest-Givers aren't explicitly marked, you can look for NPCs with a circular arrow icon over their head. The circular arrow indicates a quest that can be completed repeatedly, and most guild quests can be repeated. There are several of these Quest-Givers near the Guild Charter Magistrate.

Guild quests can be completed gradually, by various members of the guild.



MAP PANEL [M]

The Map works like the Mini-map, but it provides a much wider view of the world and includes additional details that aren't visible on the Mini-map. And you can enlarge it further by dragging the right and/or bottom edges, or zoom in/out by rolling your mouse wheel up/down.

OPTIONS MENU (MAIN MENU) [Esc]

Options here include:

- 👁️ **Settings** to adjust your Audio, Interface, and Video settings.
 - Defaults** reverts to the game's original settings. Click **Apply** to confirm changes you've made (without leaving this panel), **OK** to apply your changes and return to the Options Menu, or **Cancel** to discard your changes and return to the Options Menu.
 - Audio** settings include music and sound effects volumes, and similar options. **Interface** includes a wide range of settings for how names are displayed, how your camera works, and so forth. **Video** has both Basic and Advanced pages. **Basic** includes screen resolution, fullscreen/windowed, and Gamma correction settings, among others. **Advanced** includes quality settings for various game objects. The higher the quality, the better the game looks, but the slower the framerate. Find settings that you like best between those two extremes.
- 👁️ **Key Bindings** to review or change your key assignments. You can have two bindings for each command. **Defaults** reverts to the game's original bindings. Click **OK** to apply your new key bindings, or **Cancel** to discard your changes and return to the Options Menu.

A key binding can contain up to three keys, including one or two of [Alt], [Ctrl], and [Shift]. For example, you can bind [Alt Shift X].

While in the **Key Binding** tab, you can also bind an Action bar slot by holding your pointer over the slot and pressing the key(s) you want to bind to it.

Hold your pointer over the Main Menu icon to see your current Latency and Framerate.



- 👁️ **Edit Layout** to customize your User Interface layout. **Defaults** reverts to the game's original layout. Click **Save** to apply your new layout, or **Cancel** to discard your changes.
- 👁️ **Macros** to create one-click combinations. In the Macro window, select a slot on the left for your new macro, then click the blank icon slot on the right (in the Macro Editor) to choose an icon for your macro. Name the macro. Now type in console commands (see **Console Commands**, p. 13). Note that console commands are all lower-case. You may include multiple Abilities, though only 1 will be activated per click. An Ability that appears later in your macro's list of commands will execute on click if each previous Ability is on cooldown.

Your macros may also include emotes and a speech command. Your Ability must be preceded with "cast," as in: **cast Rejuvenate**. Your speech must be preceded with "say," "yell," or another chat command, as in: **say Greetings and Felicitations!**

When you've saved your new macro, you can add it to your Action bar.
- 👁️ **Import** to import settings from your other characters. Select the character from whom you want to import settings, then select the settings that you want from that character.
- 👁️ **Log Out** to return to the Character Selection screen.
- 👁️ **Exit Game** to leave the game completely. You'll leave in 20 seconds unless you select **Exit Now** or **Cancel**.
- 👁️ **Resume Game** to close this panel and return to playing the game.

QUEST LOG PANEL

Questing is one of the best ways to gain experience, currency, and equipment in Rift. This panel displays all of the quests you've accepted. On the left is a list of your quests and their recommended level, along with a color coding that indicates difficulty (from least difficult to most difficult: gray, green, yellow, orange, and red). Gray and green quests are somewhat below your level, yellow quests are appropriate for your level, while orange and red quests are significantly higher than your level. The dot at the right end of each line marks quests that are currently being tracked. (Click up to 5 dots to make them appear in your Quest Stickies.)

Click on a quest name in the left-hand list to get a detailed description of that quest on the right. Select **Map** to open the Map panel and see where the quest takes place, **Share** to share the quest with your party members, and **Abandon** to delete the quest from your log.

You may have up to 25 quests in your quest log at any one time.

Other Quest Sources. Quest-givers aren't the only way to get quests. You'll find objects throughout Telara that trigger quests; right-click on them to get a standard quest display for you to **Accept** or **Decline**. You can also get quests through your guild.



MORE ON QUESTS

Quest Givers. Any NPC or object with a green exclamation point hovering overhead indicates it has a quest available for your character.

Completing a Quest. Once you complete a quest, read the quest text to determine where you can turn the quest in for a reward, or check your map for this location. A blue check-mark icon on your Map indicates the turn-in location for a quest.

Quest Maps. Both your Mini-map and your Map panel display quest givers, quest objective locations (indicated by gold shaded areas or gold points), and where completed quests may be turned in.

Quest Items. Some quests provide an item in your inventory that you must use to complete the quest or a quest objective. To use a quest item, choose one of these three options:

-  Right-click the item in your Inventory.
-  Drag the item's icon from your Inventory to your Action bar, then use it from the bar.
-  Display the quest in your Quest Stickies, then click on the item's mini-icon (to the right of the quest name).



RAID PANEL

A raid is a band of 6 to 20 players — much larger than a normal party. Raids can accomplish goals that no solo player or party could hope to. Raids are particularly suited to warfronts PvP play, large-scale rift events, larger end-game dungeons, and more. (Leading a raid is more complicated than leading a party; join several raids before you attempt to lead one.) More information about raids:

-  You may not form or join a raid until you reach Level 10.
-  A raid will earn significantly less experience and gold for defeating monsters and player characters when compared to a normal party.
-  Raids allow you to overcome difficult challenges that could not normally be tackled by a single party.
-  Raids allow you to coordinate your allies for better performance in PvP combat.

Converting Your Party to a Raid. If you are the party leader, you can convert it to a raid by opening the Raid panel and selecting **Convert to Raid**. As the raid leader, you can:

-  **Rearrange Player Characters.** After your raid group is formed, raid members appear on the screen in up to four sets of five. In the Raid panel, you can drag and drop player characters into sets of your choosing.
-  **Kick** a player character from the raid.
-  **Appoint Assistant Leaders.** You can give raid members authority to make changes to their sets or invite others to the raid group; select a specific raider, right-click, and then select **Promote Assistant**.
-  **Promote to Leader.** You can turn over your authority and assign leadership to another raider; in the Raid panel, select a specific raider, right-click, and then select **Set Leader**.

SOCIAL PANEL

Friends. This panel tracks the player characters you have added as Friends and displays information about their status and whereabouts.

Check **Show Offline Friends** to include them in the list. To add a new Friend, click **Add** and type in his or her name. Select a Friend on your list and click **Remove** to delete that character from your list of Friends.

Ignore. This panel tracks the player characters you have chosen to ignore. Chat from characters on your Ignore list will not show up in your Chat window, and they won't be able to engage you in trade or through mail. (Type **/ignore <character name>** to ignore a player character.)

Search. Use this page to find other player characters in the game. You don't have to remember their exact names. The search engine will return a set of matches to partial name searches.

This page can also be used to find specific types of player characters, especially if you're looking for someone to join you in a party. You can enter a specific Calling, plus a range of levels, to find all characters who fit the parameters you're trying to fill. You can also get a list of all members of a specific guild by entering the guild's name in the **Guild Search** window.

Even if you don't narrow your search by Calling, you can quickly see which player characters have which Calling. Warriors have red names, Rogues have gold names, Clerics are green, and Mages are purple.



SOUL TREE PANEL N

Each time you achieve a new level, you earn a Soul Point or two. You use Soul Points to develop and customize your character.

You start the game with one Soul from your Calling. There are eight Souls for each Calling, plus a PvP Soul that becomes available later on. The non-PvP Souls gradually become available to you through quest rewards and character development.

Each Soul has a Soul Tree containing 51 Soul Levels. If you spend 51 Points on one Soul, you can unlock all of the special Abilities and passive Traits for that soul (with points left over). Alternatively, you can split your Points between up to three Souls to customize your character in a unique way that best fits your play style.

Branches. The boxes above the baseline are the tree's branches. They include Abilities (that must be triggered to use) and Traits (that give you inherent boosts). Most Traits have multiple Ranks, and each Rank costs a Soul Point.

Your current level is the cap on the number of Points you can spend on a single Soul — for example, at Level 20 you cannot spend more than 20 Points on any single Soul.

When you start playing a new character, only the lowest row of branches is available; they're highlighted in the Tree. For every five Soul Points that you spend in a Soul, another row of its branches becomes available.

You can hold your pointer over any branch to display a tool tip with its first Rank. However, you can only choose from the highlighted branches.

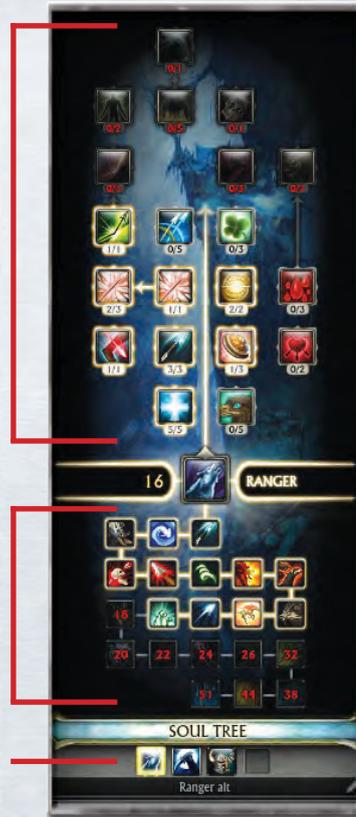
Roots. Purchasing branches also gives you Abilities from the bottom half of each tree — its "roots." Note that these smaller icons each have a number on them. When your Soul reaches the specified level, you will automatically gain the corresponding root Ability.

Roles. The combination of Souls and Abilities you have chosen is known as a Role. Ascended begin with a single Role and can purchase additional Roles from their trainer. Each Role starts out empty and can be customized with different combinations of Souls and saved for future use.

BRANCHES

ROOTS

ROLES



Once you've obtained a new Role, its icon appears on the bar at the bottom of the Soul Tree panel. Click on this icon and select **Activate** to switch your character's Role. Character Roles can be changed at any time so long as you are not actively engaged in combat.

You can also pay a trainer to redistribute the Points you've already spent on a Role. Select **Reset My Souls** and (after paying the fee) you can reselect your Points for each Role.

SUPPORT PANEL [/] [C] [S] [Enter]

Search Issues. Use the text entry box to **Search** the game’s support knowledge base for a possible solution to any functional problem you’re experiencing with the game.

Review the questions and click on the one that is most closely related to your issue. To return to the list of questions, click **Go Back**.

Contact GM. If you’ve been unable to find a solution to your problem in our knowledge base, you may send a message to a game master (GM) who will attempt to solve the issue.

If you think that you’ve encountered extreme circumstances that need correcting, classify your problem (from the pull-down menu) and then type in your description of the problem. When you’ve completed your description, click **Send**.

Feedback. Use this to tell the RIFT development team what you like or don’t like about RIFT, or to report a bug so the RIFT team can address it.



WARFRONTS PANEL [K]

Much of your game activity involves combat with hostile non-player characters and invaders from rifts. But another kind of combat involves competing against other players in warfronts; this combat is managed through the Warfronts panel.

Warfronts. This tab lists all of the warfronts available to play. A warfront is a special zone (an “instance”) where players face off against each other in player vs. player combat.

You must be at least Level 10 to enter a warfront. A warfront has two opposing groups, each with between 5 and 15 members, as determined by the specific warfront.

To play in a warfront, you must wait for it to become available. Click **Join** to reserve a place in any warfront in this panel, or click **Solo** under **Join all Warfronts** to be chosen for the first available warfront. If you’re in a party, your entire party can queue up (using **Group Join** or **Group**). Your party won’t be split; you’ll all enter the same warfront together.

In general, parties who register together will fight against each other, while solo registrants will fight together against other solo registrants. If solos versus a party is the only pairing available, they’ll fight each other. Upon entering a warfront, a chat channel for the player characters in your group is created.

Once you’ve queued up for a warfront, you can continue playing normally until the instance becomes available. At that point, you (and your party, if you all joined) are taken to a staging area and given a short time to prepare for combat.

Once the first player character enters the warfront instance, there are two minutes of prep time. After that, combat begins and players from each group can seek out and engage each other. Take this prep time to become acquainted with your new teammates, especially if you joined by yourself. Assign responsibilities so you each know what your job is.

Throughout the encounter, a Warfront Display tracks current score and remaining time, plus any warfront-specific features. After the encounter is over, click on this display to get a Summary window.

Warfront Types. There are several types of warfronts. They all reward you for defeating enemy player characters, but each features a different set of mechanics and objectives:

- ☉ **Martyrdom.** Your group tries to hold an item as long as possible, but the character holding the item takes continual damage. **The Black Garden** is an example of a Martyrdom warfront.
- ☉ **Capture the Flag.** Your group tries to grab and hold the enemy's "flag" item, while holding on to your own "flag." **Whitefall Steppes** is an example of a Capture the Flag warfront, with two sourcestones serving as the flags.
- ☉ **Domination.** Your group tries to take and hold control points. **The Codex** is an example of a Domination warfront.
- ☉ **Conquest.** Your group tries to conquer a key strongpoint. **The Battle for Port Scion** is an example of a Conquest warfront.

Death. When you die in a warfront, you can't immediately respawn. Characters are respawned at set intervals, so that all dead characters respawn at once.

PvP Loot. You can loot a sparkling enemy corpse in PvP. You won't get anything the dead player character is actually carrying (meaning that you don't lose anything if your own corpse is looted), but you can get items that relate to the type of character who died (that is, caster

equipment from a Mage, and so forth). The more often a character dies, the less likely he or she will generate loot, so it becomes less and less useful to keep killing the same character just to gain loot.

PvP. The PvP tab shows you all of your current PvP statistics and progress. This includes your current Prestige Rank, Favor, and statistics.



OTHER PANELS

AUCTIONS

To auction an item or buy an item at auction, go to an auctioneer (in Meridian or Sanctum). Right-click the auctioneer to open the Auction window.

Browse. To find an auction item that you want to buy, select the **Browse** tab at the bottom and review the list of items available. Narrowing the parameters at the top might make it easier to find what you're looking for. You can enter part or all of the item's name, and you can search by minimum and maximum item **Level**. You can narrow down what you're looking for with the **Category Filters** along the left side of the panel.

When you're ready, click **Search** to display a list of all the items up for auction that meet your search criteria. You can sort the results using the headers above the display box: **Rarity**, **Name**, **Level**, **Time Left**, **Seller**, **Unit Cost**, and **Current Bidder**. To start another search, click **Clear**.

If you find something you want, click on it and either make a bid for it (entering your **Bid Amount** in the lower right corner) or agree to the **Buyout** price. (You cannot offer the buyout price once someone else has made a bid on the item.) Your bid or buyout price is immediately deducted from your currency.

If you win the auction, the item is mailed to you. If you're outbid, your bid is returned to you by mail. (See **Mail**, p. 26.)

Auction. To auction an item, select the **Auction** tab (at the bottom). Right-click the Inventory item you want to offer for auction, then set its **Starting Price** (the minimum you'll accept for it), its **Buyout Price** (if you wish; what you'll accept if someone agrees to buy it without an auction), and the **Duration** of the auction (12, 24, or 48 hours). You must pay the listed **Deposit** (which depends on how much you want for your item and how long the auction will last). Then click to **Create Auction**.

If someone buys your item, your payment will be mailed to you. (See **Mail**, p. 26.)

Bids. If you want to see what bids have been placed on the item(s) you're bidding on, select the **Bids** button to get a list of them.

BANKS

Bankers are available in Meridian, Sanctum, and elsewhere in Telara. If you're running out of room in your Inventory, you can place inventory items in a bank and retrieve them later from that bank or any other bank. Right-click on the Banker to open your Bank panel. Right-click any item (or stack of items) in your Inventory to shift it to the Bank. Storing items in your Bank doesn't cost anything.

Your Bank has 32 slots for items. It also has 8 additional slots at the bottom that can hold filled bags, but these must be purchased. The first bag slot costs a small fee; later slots cost much more. Once you've purchased a Bank bag slot, click and drag a bag to the slot to store it. While it's in the Bank, right-click to open it and add or remove items.

MAIL

You can exchange mail messages with player characters of your faction and on your server. To send or receive mail, go to a Mailbox, pictured below. There are Mailboxes in Sanctum, Meridian, and elsewhere throughout Telara. If you're having trouble finding a Mailbox, turn on Mailbox icons in your Mini-map.



Send. Right-click on the Mailbox to open your Mail panel, and select the **Send** tab. Telara's mail system is much like modern email. Enter your message's recipient after **To** (make sure you spell the character's name exactly) and give it a **Subject**. Type your message in the large pane. Right-click any item (or stack of items) in your Inventory to attach it to the message. Note that Soulbound items cannot be mailed.

Sending a message costs a small base fee; each attached item or stack adds to the cost. You can also send currency, which costs nothing extra. You can send the message C.O.D., meaning that the recipient pays for it, rather than you. When you're done, **Send** the message or **Cancel** it.

Inbox. When you have mail, an envelope icon appears just below your Mini-map. To get your mail, go to a Mailbox and right-click it to open your Mail panel. Select the **Inbox** tab, then select the new message. You can choose whether to accept any message charges sent C.O.D.; if you don't want to pay for it, select **Return**. Right-click on any items accompanying the mail to transfer them to your Inventory.

After you've read your message, you can **Reply**, **Delete**, or **Return** it to its sender. (Messages are automatically deleted after three days.)

Exchanges. Mail is also useful for trading, buying, and selling items, particularly when it's difficult to meet up with your trading partner.

TRADE

To trade with another player character, target the character, then right-click the portrait and select **Trade**. A Trade panel appears, with slots for tradeable items and currency. Click and drag your trade offer(s) from your Inventory to place it in the slots; if you're offering currency, enter the amount that you're offering. The other player does the same thing. When you're satisfied with the proposed trade, select **Trade**. If both players select **Trade**, the exchange occurs; if either player selects **Cancel**, the window closes.

It's a good idea to chat and work out the terms of a trade before actually initiating it. Note that a "trade" can take place even if only one player offers something; this is one way to give something to another player.

COMBAT

Identifying Friend and Foe. Characters with Green names are friendly and cannot be attacked. Characters with Yellow or Red names can be attacked, but Yellow NPCs will not attack unless you attack them first. NPCs with red names will automatically attack anyone who comes too close. Blue names indicate friendly player characters and their pets.

Targeting. You must target an enemy before you can engage it. You can target an enemy, ally, or object in the world by clicking on it. If an opponent attacks you and you don't already have a target, it automatically becomes your target. Your current target's information is displayed next to your Character Display in the upper-left corner of the screen.

Fighting. To engage a targeted enemy, click on an Ability from your Action bar (or press the associated hotkey). Abilities can be used as long as you have enough mana, energy, or power (marked by the second bar in your Character Display). You can also target yourself and/or allies with beneficial spells. If you activate a beneficial Ability without a target, your character automatically receives its effect.

When you need to find a new opponent quickly, you can press **[Tab]** to automatically select the nearest enemy. (Of course, the more experienced you are, the better you will be at selecting specific enemies, rather than simply choosing the next closest.)



Range. You can't attack a nearby enemy with a ranged weapon, or a distant enemy with a melee weapon. The range for each weapon is listed in its tool tip, but your Action bar provides more immediate information. If a target is within the range of an Ability that you have slotted in your primary Action bar, the hot key number (1-0, -, =) turns white. Out-of-range Abilities have red numbers.

If you're using a ranged weapon when you first enter combat and then move within melee range, you will automatically switch to your melee weapon.

Combat Experience. Defeating enemies is one way to earn **experience points** (XP) that you accumulate in order to advance your character's level. But XP is not rewarded for defeating enemies well below your level. To determine if defeating an enemy will award XP, hold your pointer over it and then look at the color of the level number in the tool tip that appears.

- 👁 Gray no XP reward
- 👁 Green minor XP reward
- 👁 Yellow good XP reward
- 👁 Orange better XP reward (but you'll probably need help)
- 👁 Red the greatest XP reward (but you'll definitely need a group)

Looting. If a fallen enemy starts sparkling, it has loot. Move to within a few feet and right-click on it. (Your pointer becomes a bag symbol when you hold it over a lootable corpse from any distance. The icon turns from gray to green when you're close enough to loot.) This opens a Loot window; click on each item you want or simply **Take All**. If you're responsible for several corpses nearby, looting one will loot all of them.

Keep an eye on how much loot you're gathering. When your bags are full, you cannot acquire new items unless you first drop something to make room for more loot.

Death. When you lose all your health, you die. However, death is only temporary for the Ascended, who have many ways of returning to life.

Soul Walk. Once per hour you can **Soul Walk**, resurrecting as a spirit at the spot where you died. You have ten seconds to move to a safe location before your body is restored. Be aware of your surroundings, though! It does you little good to resurrect and then get attacked and killed again as soon as your body materializes.

Spell Resurrection. You can also be resurrected by friendly player characters who have resurrection spells.

Respawning & Corpse Recovery. If neither of these options are available, you select **Respawn** and appear as an incorporeal spirit at the nearest respawn point. You must return to the spot where your corpse lies and select **Resurrect**, or speak with the Resurrection NPC at the respawn point.

Soul Vitality. Even the Ascended eventually feel the effects of repeated deaths, and with each death your Soul Vitality decreases. Once it reaches 0, your combat stats are reduced by 50% for 4 minutes. You can restore your Vitality by offering a small contribution to a Healer NPC, found in most major towns and cities.

Bufs & Pets. Whether you Soul Walk or respawn, death removes all your buffs and pets, even the ones that last indefinitely. Be sure to recast them before you fight again.

Parties. See **Parties** (p. 32).



PLANE OF FIRE
 God of Fire **Maelforge, The Flame Sire**
 Fire Cult **The Wanton**

CHARACTER DEVELOPMENT

You gain experience points from combat and completing quests. The colored bar above your Action Bar indicates your progress toward the next level; the marks are at 10% increments. Hold your pointer over the bar to get a specific count of current progress.

When you have enough experience points, you automatically advance a level. Leveling up increases your character stats and also grants you a Soul Point. Leveling also gives you access to more game areas (for example, you must be Level 10 to enter a PvP warfront).

After leveling up, open your Soul Tree panel (N) and assign your Soul Point to a branch of your choosing.

To see your character's stats, open your Character panel (C) and click on the Stats tab. White numbers indicate base, unmodified stats. Green numbers indicate stats that have been boosted by spells, your armor, or other effects. Red stats are those temporarily reduced by debuffs or due to resurrecting with zero soul vitality.

TRAINING

Larger encampments and towns will have trainers for each of the four Callings. Find a trainer for your Calling to purchase training in an Ability you want to improve. Talk to the trainer, and then choose the training option that you prefer.



PLAYER VS. PLAYER (PvP)

There is plenty to accomplish in PvE play, but PvP play adds even more to RIFT. When you play PvP, you can gain Favor, Prestige, ranks, specialized equipment, a PvP Soul, and more.

Favor is a currency used only for PvP play. Player characters earn favor from a variety of PvP activities, including open-world PvP combat, warfronts, and PvP quests. Favor can be exchanged for goods and services by speaking to PvP Quartermasters found throughout Telara. Favor can even be used to unlock specialized PvP Souls and unique mounts.

Prestige & Prestige Ranks. You also gain Prestige through PvP activities; Prestige earns you ranks. Prestige is similar to XP; ranks are similar to levels. Six Prestige ranks can be unlocked once your character reaches Level 50. Each rank unlocks a number of new rewards including new equipment, special titles, and additional Abilities in your calling's PvP Soul.



PvP FLAGGING & WORLD PvP

PvP combat is consensual — you can only participate in PvP if you choose to flag your character for PvP combat. Note that if you play on a PvP server or in a warfront, you automatically flag your character for PvP play. You can also flag your character in any of the following ways:

- 👁️ Turning on your PvP flag by choosing **PvP: Always On** from your portrait
- 👁️ Attacking a PvP-flagged player character from the opposing faction (Guardian or Defiant)
- 👁️ Attacking a PvP-flagged NPC who is fighting alongside a PvP player character of the opposing faction
- 👁️ Aiding a PvP-flagged player from your own faction
- 👁️ Aiding a PvP-flagged NPC who is currently fighting a PvP player character of the opposing faction

PvP-flagged player characters have a faction flag next to their Character Display portrait — an armored fist for Guardians and a sunburst for Defiants. Your PvP flag will automatically drop if you refrain from PvP activities for five minutes.

PRESTIGE RANKS

RANK	DEFIANT	GUARDIAN
Rank 1	—	—
Rank 2	Cadet	Corporal
Rank 3	Aspirant	Sergeant
Rank 4	Legionnaire	Lieutenant
Rank 5	Adept	Captain
Rank 6	Centurion	Constable

PvP SOULS

CALLING	PvP SOUL
Cleric	Templar
Mage	Archmage
Rogue	Infiltrator
Warrior	Vindicator

PvP Souls. Each Calling can unlock a unique Soul that is specialized for PvP combat. You can spend up to 21 Soul Points on your PvP Soul, though higher branches can only be unlocked by gaining higher PvP ranks.

PvP Warfronts have their own quests and Achievements, just like PvE play. For more information, see **Warfronts Panel** (p. 24).

INSTANCES & DUNGEONS

An instance is a special area that only you (and your group) can enter. Of course, PvP instances allow two groups of player characters. While a few instances are out in the open, most instances are found in dungeons.

Some instances are designed for parties; some are designed for raids. Warfront instances allow anywhere from 5 to 15 player characters on each side, depending on the specific warfront.

To enter an instance, one group member should step through its entrance to “zone in.” The rest of the group is then given the option to transport into the instance.

Expert Dungeons. When you reach Level 50, you can convert normal dungeons into expert dungeons, recommended only for parties at the highest levels. Right-click on your Character Display portrait and change **Dungeon Difficulty** to **Expert**.



PLANE OF LIFE
God of Life Greenscale, The Primeval
Life Cult House Aelfwar

DUELS

A duel is a practice fight between two player characters in the same faction. You don't have to flag yourself for PvP to engage in a duel; just select your potential dueling partner and right-click that character's Display portrait. Select **Duel**. If your invitation is accepted, your opponent's targeting ring turns red and the fight is on.

There are no rewards for winning a duel, but it's a good way to practice using new Abilities, especially for PvP encounters.

RIFTS

A rift is a crack in the barrier protecting Telara that allows one of the outer planes to intrude on your world. When a rift opens, the people of Telara must reseal it by defeating the monsters that invade through it. Anyone near a rift is strongly encouraged to help defeat these monsters and reseal it.



Stages. Rift stages are progressively harder, and later stages include a timer. If a stage is completed within the time limit, you advance to bonus stages, which may also be timed. If you don't complete a timed stage on time, you can still complete that stage, but you won't progress to more advanced stages. Timed stages usually require more than one player to complete within the time limit.

Rift Display and Objectives. If you're near an open rift, a Rift display and a new set of objectives appears below your Mini-map.

Contribution. On the inside edge of the Rift display is a vertical bar that indicates your contribution to an event (or stage of an event). This is based on your participation in the event, but is not solely based on kills. Play your character to the best of your ability (for example, healing if you're a Healer, buffing and controlling if you're a Supporter) and you'll be rewarded with more contribution. If you take no actions and simply wait for the end of the rift, you've made no contribution and receive no rewards.

Rewards: Rift Loot & Currency. There is a button on the Rift display that looks like a coin purse. If you've earned rewards, it will highlight. When a rift event is defeated, you receive rewards based on your contribution to it, even if you've left or died. Your reward is highest if you help with all stages of a many-stage rift.

TEARS

 Tears occur throughout Telara and mark the location of an imminent rift. You can force a tear to open into a rift of a specific plane type by using a **Planar Lure**, which can be acquired or crafted. Forcing a tear to open into a rift grants you a higher overall contribution to that rift, and thus higher value rewards. It also means that the enemies are easier to defeat than those that emerge from a rift which opens on its own. If no player forces open a tear, it will eventually open into a rift event of a random planar type.

To open a tear, stand near it and right-click your Planar Lure.

FOOTHOLDS & INVASIONS

 **Footholds.** If a rift is not closed quickly enough, it will convert into a **foothold** and begin sending out invasions. Rift monsters patrol around the foothold, attacking nearby NPCs and defending it from player characters. It, too, has a Rift display. Defeat the foothold to rid the area of this menace.

 **Invasions.** An **invasion** is a very tough planar force sent out from a foothold that has a specific destination in mind. Hold your pointer over its crossed-swords icon in your Mini-map to see its destination, plus the destinations of all other invasions in your zone.

An invasion fights enemies as it marches across the land to reach its destination. This can result in quest hubs, merchant areas, trainers, and more being unavailable until the invasion and its Idols are destroyed.

Invaders from different planes generally hate each other as much as they hate Telarans. This is good news because they are just as likely to choose to target an Idol from a competing plane as they are a Guardian or Defiant Wardstone. It's as important to destroy an invasion as it is to destroy a rift. Completing that objective pays rewards based on your contribution, using the same Rift display.

Idols. If an invasion reaches its destination, it will attack any Wardstone or enemy Idol it finds there and replace it with an Idol from its plane. You can also attack Idols, which have the same display and contribution rules as a rift. Idols can spawn invasions as well. A chain of invasions and Idols can completely alter gameplay in an area.

Wardstones. Made of pure sourcestone, Wardstones help reinforce Telara's Ward. You can augment them and upgrade the defense they provide to a location using either Electroplanar Energies (Defiants) or Blessed Planesource (Guardians). Upgrading a Wardstone makes it more durable and even adds turret defenses at the highest upgrade levels.

Counterattacks. Telarans are not defenseless and will fight back. You can use a Flare to summon assistance in dealing with enemy Idols. Target an Idol you want to destroy, activate a Flare of a suitable level, and then accompany the summoned units into battle.

In some cases, this initiates a Guardian or Defiant counterattack that acts like a planar invasion, targeting enemy Idols and opposing Wardstones. It appears on your Mini-map as a Guardian or Defiant invasion.

Planetouched Creatures. Creatures in an area where a rift opens become planetouched and take on an appearance that looks as if they emerged from that rift themselves. However, defeating a planetouched creature doesn't help seal the rift.

MASSIVE DYNAMIC BATTLES

Occasionally, zone-wide or even multi-zone events take place, requiring focused and collaborative effort from everyone in the area. An event includes a set of objectives that Ascended of varying experience can participate in. Some events are triggered by player actions, while others occur to herald special moments in the game, such as the opening of a new zone or raid instance. Contribution to a successful event rewards you with gear, Planar Essences, and currency used to buy special items.



OTHER PLAYERS

PLAYER CHARACTERS (PCs)

Player characters whose names appear in blue are members of your faction (Guardian or Defiant) and are your allies. Right-click on a friendly player character portrait to see a number of ways to interact with that player character:

- 👁️ **Talk.** Send a private chat message to the player character.
- 👁️ **Inspect.** View the player character's armor and weapons.
- 👁️ **Follow.** Automatically follow the player character as he or she moves through the world.
- 👁️ **Trade.** Open a trade window with the player character to exchange items or money.
- 👁️ **Invite.** Invite the player character to join your party.
- 👁️ **Guild Invite.** Invite the player character to join your guild (only if you're in a guild and have this permission).
- 👁️ **Join Public Group.** Join the player character's public group (only if the player character has enabled the Public Group option).
- 👁️ **Add to Friends list.** Add this player character to your Friends list.
- 👁️ **Duel.** Engage in a combat duel with the player character in which the loser is defeated but not killed. See **Combat: Duels** (p. 30) for more information.

PARTIES

Players may form groups of up to 5 to cooperate in more challenging content, such as dungeons and PvP encounters.

When you want to invite someone into your party, type:

`/invite <character's name>`

You can also invite someone by targeting the character, right-clicking on his or her portrait, and selecting **Invite**.

If you're invited to join a party, you'll get an **Accept** / **Cancel** option.

Once you're in a party, the Displays for each party member appear below yours. The party leader's Display includes a crown. You can tar-

get a party member by clicking on his or her portrait. Right-click on a player character's portrait to get a context menu that includes options such as **Uninvite** and **Promote to Leader** (available only to the party leader), **Mark Targets**, and **Clear Marks**.

Party Loot. Party members loot defeated enemies according to rules set by the party leader. The loot rules determine how important loot is apportioned:

- 👁️ **Free for All.** First come, first served
- 👁️ **Group Loot.** Everyone who wants it has a chance to get it
- 👁️ **Round Robin.** Each player character in the group takes turn looting

The party leader also selects the rarity level for which the loot rules apply. Rarity threshold levels are: **Common**, **Uncommon**, **Rare**, and **Epic** items.

Items below the rarity threshold are kept by whoever picks them up. All currency is evenly divided among the party.

Party Leader Decisions. As a party leader, you not only set the loot rules, you also decide whether to invite new members to the party (by sending an **/invite** message), whether to **Uninvite** someone from the party, or to **Promote to Leader** another party member (replacing yourself). You can also send a **Ready Check** to make sure everyone in the party is ready to go. (When all members have responded **Ready**, you get an **Everyone is Ready!** message.)

The party leader also sets the PvP flag for the party — either **Default** or **Always On**.

Other Decisions. Any member of the party can choose **Leave Party** at any time. If the party leader leaves, the first character invited into the party becomes the leader (and so forth).

In addition, anyone in the party can **Mark** a target, or **Clear** a mark.

If you want to re-enter an instance that you've already played, you can **Reset Instance** to start it over for your character. (Some instances can be played repeatedly; you don't have to reset them to play them again.)

PUBLIC GROUPS

When you're fighting a rift or invasion, all the player characters involved can join a **public group**, so that you can coordinate your attack. In addition, being in a public group gives you many of the benefits of a regular party, such as seeing the position of other group members on the Mini-map, a dedicated chat channel, targeting group members by clicking on their portraits, and so on.

If you're interested in joining public groups, right-click your Display and select **Public Group: Public**. Then, when you start fighting a rift or invasion with someone else who has also made this selection, a query pops up asking if you want to join in a public group.

Public Parties & Raids. If you're a party or raid leader, you can also make your group a public group. If you do so, this status appears in your character's tool tip, and other players can automatically join your party or raid by right-clicking your portrait.

GUILDS

A guild is an association of player characters who join together to support one another, having similar interests and goals in Rift (dungeons, PvP, crafting, etc.). Guilds will often seek to complete the most difficult content in Rift. Guilds also level and may earn content, Abilities, and other perks that are only available to guild members.

For more information, see **Guild Panel** (p. 19).

TRADE

You can trade Inventory items and currency with any other player character in your faction. See **Panel Buttons: Trade** (p. 26).

PARTY RESPONSIBILITIES

While all Souls have a wide range of Abilities, each Soul emphasizes one of four responsibilities in party play:

- 👁️ **Offensive.** Responsible for defeating the party's foes through any means possible — magic, melee, ranged attacks, or pets.
- 👁️ **Healer.** Responsible for the well-being of the party, the healing of wounds, and the cleansing of negative effects.
- 👁️ **Defensive.** Responsible for holding the enemy's attention and absorbing their attacks in order to keep their allies from harm.
- 👁️ **Support.** Responsible for aiding the party with powerful enhancement spells or crippling their enemies, making them easier for allies to kill.

	OFFENSIVE	HEALER	DEFENSIVE	SUPPORT
<i>Clerics</i>	Cabalist Druid Inquisitor Shaman	Purifier Sentinel Warden	Justicar	
<i>Mages</i>	Elementalist Necromancer Pyromancer Stormcaller Warlock	Chloromancer		Archon Dominator
<i>Rogues</i>	Assassin Bladedancer Marksman Nightblade Ranger Saboteur		Riftstalker	Bard
<i>Warriors</i>	Beastmaster Champion Paragon Riftblade		Paladin Reaver Void Knight	Warlord

NPCs

NON-PLAYER CHARACTERS (NPCs)

Hold your pointer over an NPC to see a tool tip with the NPC's name, level, type, and relative health. This can be done even at an extreme distance, which is useful for checking out a location before you step into it.

Click on an NPC to select that NPC and reveal its Character Display, with name, health, mana, and relevant buff/debuff information. This also targets the NPC (if you've marked your pet to be aggressive, it will immediately attack hostile and neutral NPCs when they are right-clicked, whether you're ready to or not).

IDENTIFYING NPCs

Friendly NPCs. Friendly NPCs' names are colored green and they will not attack you. Right-click them to interact with them in order to acquire quests, purchase items from merchants, learn new Abilities from a trainer of your Calling, learn new skills from a profession trainer, and more.

Neutral NPCs. Neutral NPCs' names are colored yellow. In general, you can't interact with neutral NPCs, and they won't attack you unless you attack first, even if you pass next to them.

Hostile NPCs. Hostile NPCs' names are colored red. You may right-click on a hostile NPC to begin auto-attacking it, or left-click it to gain more information before you decide whether to engage in combat. Hostile NPCs will attack your character if you get too close.

MERCHANTS

When talking to a Merchant, right-click an item in your inventory to sell it. If you change your mind, select **Buy Back** to repurchase it for the same price that you sold it. You can also **Buy Back** an item from a different Merchant.

ITEMS & EQUIPMENT

INVENTORY

You start with a 20-slot bag. Some items, such as food and foraged materials, are stackable, allowing you to place multiple items in a single inventory slot. (**Shift**-click a stack to split it into two stacks.)

You may have up to 5 bags equipped. Drag a new bag to an empty bag slot to equip it (or simply right-click on it in Inventory). Once equipped, click on a bag's icon to open it, or press **B** to open all bags at once. Click on a bag's "X" to close it, or press **Esc** to close all bags at once.

You can click-and-drag an item to an appropriate slot in your Character panel to equip it. Right-clicking also does this. If another piece of equipment is already equipped, it will be swapped with the new one that you're equipping. When you hold your pointer over equipment in your Inventory, you get a tool tip for that item, plus tool tips for any equipped items that it can replace. You can compare the two and decide whether or not to equip the item that is in your Inventory.

Click-and-drag an item to an open area on your screen to drop and destroy it. You can also sell items to other player characters or NPC Merchants.



TYPES OF ITEMS

There are wide varieties of items to be discovered in the world of Telara. You can see additional details about an item by holding your pointer over it.

- 👁 **Loot** includes simple items that can be sold to a merchant for money.
- 👁 **Quest Items** are special items that are used as a part of a quest.
- 👁 **Consumable Items** have special effects when used. Right-click on an icon to consume it, or drag it to your Action bar for quick use.
- 👁 **Crafting Items** can be used to create equipment and consumables.
- 👁 **Equippable Items** are worn to change your appearance or increase your combat stats.

COLOR CODING

The color of an item's name tells you something about it:

- 👁️ **Gray** items are the lowest quality. They have no stats and are usually sold to Merchants for a few coins.
- 👁️ **Yellow** indicates a specialty item, such as a Quest Item, that has no inherent power or level and cannot be equipped.
- 👁️ **White (Common)** items are the lowest quality usable items. They normally have no stat boosts on them and can be purchased from most weapon and armor Merchants.
- 👁️ **Green (Uncommon)** items that have small stat boosts.
- 👁️ **Blue (Rare)** items are more powerful than green items.
- 👁️ **Purple (Epic)** items are very powerful, and often have other effects in addition to their stat boosts.
- 👁️ **Orange (Relic)** items are amazingly powerful, and amazingly difficult to find.

MERCHANTS

There are a variety of merchant NPCs who will buy your unneeded loot and sell you supplies. For more information on merchants, see **NPCs: Merchants** (p. 34).

COLLECTIONS

There are all sorts of items to collect throughout Telara. For more information, see **Character Panel: Artifacts** (p. 18).

RIFT LOOT

If you help seal a rift, you're rewarded according to your contribution. Click on the bag icon in the Rift display to open your Loot window.

CURRENCY ITEMS

Silver, gold, and platinum are the primary currency in the game, but there are other currency items as well. Open your **Character** panel (p. 18) to the **Currency** tab to see a list of your current currencies.

EQUIPPING ITEMS

You can equip many kinds of items, including armor, shields, weapons, trinkets, and rings.

Equippable items can improve your character's performance or change your appearance. Equip one by right-clicking it in your bag, or dragging it to the appropriate item slot in your Character panel.

Item Restrictions. Not all items are usable by every character. To determine if an item can be equipped, open your Inventory bag and hold your pointer over it. Its tool tip shows the requirements for equipping the item. Requirements you do not meet are shown in red text on the tool tip. (You can also check the item before you pick it up, while it's in a Loot window.)

Soulbound Items are items that can only be used by one character. Some are "Bind on Equip," which remain tradable until equipped, while others are "Bind on Pickup" and become Soulbound to you as soon as they are added to your Inventory. You can sell a Soulbound item to an NPC Merchant when you no longer need it, but you cannot sell or give it to a player character.

GETTING RID OF ITEMS

Items are useful, but you only have a limited amount of space in your Inventory bags. There will come a time that you want to get rid of something, to make room for something better.

The easiest way to get rid of an item is to drag it over an empty area on your screen and let go. Confirm that you want to get rid of it, and it's gone. Other ways to get rid of items include:

- 👁️ Selling it to an NPC Merchant.
- 👁️ Auctioning it through the Auction House.
- 👁️ Trading it or mailing it to another player character.
- 👁️ Completing a quest will take away a quest item (unless it's a reward).
- 👁️ Crafting a new item will take away its component materials.
- 👁️ Using up a consumable item (for example, a potion) will remove it from your Inventory.



PLANAR FOCUSES & ESSENCES

A **Planar Focus** is a Telaran device that harnesses the essence of the planes to provide you with power. Equipping a Planar Focus is accomplished either by dragging-and-dropping the Focus onto the Character panel from your Inventory, or by right-clicking on it in your Inventory.

Each Planar Focus has a number of slots into which you can place Planar Essences obtained from rifts, invasions, and other planar events. A Focus can hold several Planar Essences (either Greater or Lesser or some of both). Each Essence offers stat upgrades as well as resistance to a specific type of planar damage.

You can equip only one Planar Focus. Once equipped, its slots run along the bottom of your Character panel. The Focus goes in the center slot. The other slots are for Essences — larger slots can hold Greater Essences, while smaller slots can only hold Lesser Essences.

Some of the slots for your Focus may have a “lock” icon on them. Only “unlocked” slots can be used; slots with a lock icon cannot be unlocked and are not available for this Focus. For example, your first Planar Focus probably only has two slots, both for Lesser Essences; there are lock icons on the other slots.

Getting Focuses. A Planar Focus can be purchased from a Planar Goods Merchant using sourcestone planarite tokens acquired as loot in rift battles. To see how many planarite tokens you have, open your Character panel and click on the Currencies tab.

PLANAR ESSENCES

When you fight invasions and rifts, you occasionally earn Greater or Lesser Planar Essences. You can also purchase Planar Focus items from Planar Goods Merchants throughout Telara. You can insert Essences into a Planar Focus to gain stat increases and other benefits. Once equipped into a Planar Focus, they cannot be recovered.

Lesser Essences can be equipped in both Lesser and Greater slots in a Planar Focus. They typically modify character stats and offer additional resistance to a specific type of planar damage.



Greater Essences can only be equipped in a Greater Essence slot in a Planar Focus. Greater Essences give you specific special abilities. Only one Greater Essence of a specific type may be slotted into a given Planar Focus, even if you have multiple Greater Essence slots.



TRAVEL

RUNNING/WALKING

You can switch back and forth between running and walking by pressing **[J]** (on the numpad). Running gets you there faster, but sometimes it's nice to see your character not be in such a hurry.

SWIMMING

To swim, move forward as you normally would, while “aiming” your mouse up or down (to rise or dive). You can fight underwater (and even cast spells and fire guns), but keep an eye on your breath bar.

You should get your head above water before your breath bar is depleted: when you run out of breath, you start to take damage and will soon die.

MOUNTS

You can purchase mounts to get around Telara faster. (They can't be used while in combat.) They're expensive, but well worth the price.

Mounts can be purchased in Meridian and Sanctum. They can also be acquired in other ways during play.

When you purchase a mount, its icon appears in your Inventory. Right-click it to move it to your **Character: Mounts** tab. Then open your **Character** panel (**[C]**) and select the **Mounts** tab. Drag the new icon to your Action bar, where you can use it like any other button on the bar.



PORTICULUMS

When you bind yourself to a Porticulum, you can instantaneously travel to that location at any time (other than during combat). There are Porticulums in Meridian and Sanctum, and at other key locations throughout Telara.

You can also use a Porticulum to teleport to any other Porticulum you've previously encountered.

To bind yourself to a Porticulum, speak with its Porticulum Master. Accept and complete the quest (which simply involves further conversation). The first time you do this, you get a Soul Recall icon in your General Abilities tab. Use it to recall to this Porticulum up to once per hour.

If you want to change your binding to a new Porticulum, talk to its Porticulum Master and bind yourself to the new location. Your Soul Recall icon will now transport you to the new Porticulum.

TRADESKILLS

Tradeskills enable you to create equipment and other items. Developing your tradeskills and collecting the ingredients that you need takes time, but you can often make items for much less than it costs to buy them, and selling your crafted items can be profitable as well.

Tradeskills include two types of non-combat skills — gathering and crafting. Tradeskills have levels; as you earn higher levels, you gain higher ranks:

TRADESKILL RANKS
RANK
Novice
Skilled
Expert
Master
Grandmaster

Everytime you use a tradeskill for a non-trivial task, there's a chance your skill level will increase unless you have reached your current rank's level cap. In order to access recipes for even more powerful equipment and items, visit a trainer to increase your rank in a tradeskill when you are at or near your current rank's level cap.



PLANE OF WATER
God of Water Akylios, The Profane
Water Cult The Abyssal

TRADESKILL COMPATIBILITY

Gathering skills help provide crafters with the materials they will need (except for the Runecrafter, who requires magical items to break). You aren't required to learn compatible skills, but it'll help as you develop your crafting skill.

TRADESKILL COMPATIBILITY	
CRAFTING SKILL	COMPATIBLE GATHERING SKILL(S)
Apothecary	Butchering, Foraging
Armorsmith	Butchering, Mining
Artificer	Foraging, Mining
Outfitter	Butchering
Runecrafter	(Runebreaking)
Weaponsmith	Foraging, Mining

TRAINERS

You must visit a trainer to start learning a tradeskill, and to advance to each higher rank. Trainers also sell crafting recipes and rare ingredients.

Changing Tradeskills. You can only learn three tradeskills; if you want to learn another one, you must “untrain” one that you already know. You can visit a trainer to untrain a tradeskill. Note that untraining a tradeskill means that you permanently lose all progress in the skill.

Abilities. Each tradeskill has at least one Ability that you also acquire when you first learn the skill. As with other Abilities, you should slot these skills in your Ability bar to use them.



CRAFTING ACTIVITIES

Unless you're including a planar augmentation, any crafting attempt will succeed. The only way to fail is to abort the action before it is completed, or if you don't have room for the finished item in your inventory.

Tradeskills don't require you to purchase special tools, but they often require a crafting station (found throughout Telara).

Gathering. To gather, you must find a source. Sources are marked on your Mini-map when you have your Track Ability active, and they shine and sparkle when you're close enough to see them. Stand by the source and right-click on it. After a few seconds, a Loot window opens, with one or more items to gather.

Refining. Refining can convert raw ingredients into craftable materials. It can also combine craft components to make new materials. Examples of refining include:

- ☞ Converting copper ore into a copper bar
- ☞ Combining a copper bar with a tin bar to create a bronze bar

Crafting. To craft, you must have a recipe and the ingredients that the recipe requires. (Some crafting also requires an appropriate workstation.)

Augmentations. Many crafting recipes allow an augment element. It isn't required, but if you apply it there's a chance the resulting product will have an additional stat boost. You'll have to experiment with various augment ingredients to see what might result.

GATHERING SKILLS

There are three gathering skills: *Butchering*, *Foraging*, and *Mining*.

Butchering allows you to gather hides, meats, and other useful parts from fallen creatures. It also gives you the ability to refine hides, which requires a **Loom**.

You can't skin humanoids or critters. Creatures such as marchwolves, razorbacks, crocodiles, and seacaps provide soft hides. Thin hides can only be found on Level 15+ creatures (for example, frenzied marchwolves). Medium hides are found beginning at Level 25, while heavy hides are found beginning at Level 30, thick hides at Level 35, and exotic hides at Level 40. Planar beasts have soul hides.

Foraging allows you to gather herbs and lumber from shining and sparkling plants and wood. It also gives you the ability to refine lumber into planks, which requires a **Workbench**. Foragers also get:

- ☞ **Track Plants**, which allows you to track plant locations on your Mini-map.
- ☞ **Track Wood**, which allows you to track wood locations on your Mini-map.

Mining allows you to gather ore and gems from shining and sparkling ore veins. It also gives you the ability to refine ore, which requires a **Forge**. Miners also get:

- ☞ **Track Ore**, which allows you to track ore locations on your Mini-map.



PLANE OF DEATH
 God of Death Regulus, Devourer of Worlds
 Death Cult The Endless Court

CRAFTING SKILLS

There are six crafting skills: Apothecary, Armorsmith, Artificer, Outfitter, Runecrafter, and Weaponsmith. All crafting skills enable you to refine their materials for future use. In addition:

Apothecary allows you to create potions, philters, and vials — consumable items that have spell-like effects. An **Apothecary Lab** is required to craft some Apothecary recipes.

Main Callings: Any

Armorsmith allows you to forge chain and platemail, as well as protective shields. A **Forge** is required to craft some Armorsmith recipes. Armorsmiths also get:

👁 **Salvage Armor**, which allows you to destroy equipment (boots, gloves, and all armor pieces except for jewelry) for a chance to gain some of the materials originally used to create it.

👁 **Main Callings:** Cleric, Warrior

Artificer allows you to create jewelry (necklaces and rings) as well as spell-caster weapons (including staves, wands, skulls, tomes, and gems). A **Workbench** is required to craft some Artificer recipes. Artificers also get:

👁 **Salvage Jewelry**, which allows you to destroy equipment (including jewelry, wands, and staves) for a chance to gain some of the materials originally used to create it.

👁 **Main Callings:** Cleric, Mage

Outfitter allows you to create cloth and leather armor and containers. A **Loom** is required to craft some Outfitter recipes. Outfitters also get:

👁 **Salvage Armor**, which allows you to destroy equipment (boots, gloves, and all armor pieces except for jewelry) for a chance to gain some of the materials originally used to create the base item.

👁 **Main Callings:** Mage, Rogue

Humanoids provide cloth loot; the higher the level, the better the cloth.

Runecrafter allows you to create runes for equipment from magical elements (usually found by runebreaking a magical item). A **Workbench** is required to craft some Runecrafter recipes. Anyone can attach a rune to existing equipment that has space for it, giving a boost to your stats. Runecrafters also get:

👁 **Runebreaking**, which allows you to destroy any magical items — uncommon or rarer (that is, green, blue, and purple) items or common (white) items with a rune — for a chance to gain some of the magical materials originally used to create the item. This is the primary means of gaining Runecrafting materials.

👁 **Main Callings:** Any

Weaponsmith allows you to create most types of weapons, including one-handed and two-handed maces, swords, axes, daggers, bows, and guns. You can't craft wands or staves. A **Forge** is required to craft some Weaponsmith recipes. Weaponsmiths also get:

👁 **Salvage Weapons**, which allows you to destroy weapons (all weapons except wands and staves) for a chance to gain some of the materials originally used to create them.

👁 **Main Callings:** Warrior, Rogue

CRAFTING STATIONS

All crafting skills require a crafting station for some of their recipes, as noted above. There are crafting stations throughout the world, including the Manufacturies of Sanctum and Meridian.

To use a station, make sure you have the appropriate materials and then press or right-click on the station. A crafting window opens, displaying your current recipes in its left pane. Select the recipe you want to use; it appears in the right pane, with the ingredients that it requires. (If you've met all the requirements, the **Craft** button will light up.) Select **Craft** to create one item; select **Craft All** to make as many of the items as you can. If you want to make multiple items (but not the maximum possible), use the count box between **Craft All** and **Craft** to select the number you want, then select **Craft**.

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13. Compliance with Laws; Export Controls. You shall comply with all applicable laws regarding your use of the Game Client, the DVD-ROM, your access to your Account and your playing of the Game. Without limiting the foregoing, you may not download, use or otherwise export or re-export the Game Client except in full compliance with all applicable laws and regulations, including, without limitation, the laws of the United States. The Game may not be re-exported, downloaded or otherwise exported into (or to a national or resident of) any country to which the United States has embargoes goods, or to anyone on the United States Treasury Department's list of Specially Designated Nationals or the United States Commerce Department's Table of Denial Orders. You represent and warrant that you are not located in, under the control of, or a national or resident of any such country or on any such list.

14. Governing Law; Venue. This Agreement is governed in all respects by the laws of the State of California and of the United States of America as such laws are applied to

agreements entered into and to be performed entirely within California between California residents. The UN Convention on Contracts for the International Sale of Goods is expressly disclaimed. Both parties submit to personal jurisdiction in California and further agree that any cause of action relating to this Agreement shall be brought in the County of San Mateo, State of California (if under State law) or the Northern District of California (if under federal law).

15. Changes to the Agreement. We may amend this Agreement at any time in our sole discretion. Amendments shall be communicated to you at the time you log in to your Account. Such amendments shall be effective whenever we make the notification available for your review. Except as provided herein, this Agreement may not be amended except in a writing signed by both parties.

16. Miscellaneous. This Agreement sets forth the entire understanding and agreement between us and you with respect to the subject matter hereof. If any provision of this Agreement is held to be invalid or unenforceable, such provision shall be struck and the remaining provisions shall be enforced. Our failure to act with respect to a breach by you or others does not waive our right to act with respect to subsequent or similar breaches. You may not assign or transfer this Agreement or your rights hereunder, and any attempt to the contrary is void. All services hereunder are offered by Trion Worlds, Inc., located at 303 Twin Dolphin Drive, Suite 500, Redwood City, CA 94065. Our phone number is (650) 631-9800.

PRECAUTION

Please note that certain people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching certain monitor images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures. If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing. We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, immediately discontinue use of the video game and consult your doctor.

Please also note that when using a video game you should take certain standard health and safety precautions, including avoiding playing the game when tired, taking 10 to 15 minute breaks every hour, sitting a reasonable distance from the screen, and playing the game in a well-lit environment.

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Amanda Cross, for getting Level 50!
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Colleen Hammond
Gina and Eamon Bryce McCarthy
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Branden Townsend and Melody June
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Windersnaps, Damon, and Daddio

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