

Rift Help

Starting Out

- Sign up here: <https://www.trionworlds.com/rift/en/>
- Rift is also available via Steam
- Download Glyph (Trion game launcher) and install Rift. It's best to wait for the download to complete before you try to play.
- Choose the **Faebright** server.
- Create a character and log in.
- Ask for a guild invite in Discord or by whispering in game: /w Thiara This is X, invite me!

Anyone can invite new characters to the guild (/ginvite character). Here's the current active player list:

- Mark - Thiara (70 warrior)
- Mike - Vokarr (67 mage)
- Joe K. - Brigg (16 rogue)
- Charlie - Delthrien (55 rogue)
- Marvin - Ramya (70 cleric)

Basics

There are two main factions: Defiant and Guardian. Everyone playing currently is a Defiant.

Rift uses a class (callings) plus soul system for characters. Class determines your armor use and general style of play. Souls determine the role you take. ALL classes have access to ALL roles, but unlocking some class/role combinations costs real money (RM). There is also a premium class (primalist) and soul (mage mystic archer) that also cost RM.

Classes

- Warrior – wear plate and use melee weapons. Basic roles are tank and DPS.
- Mage – wear cloth armor and use spells and mana. Basic roles are DPS and healing.
- Rogue – leather armor and use ranged or melee weapons. Primarily DPS.
- Cleric – chain armor and melee weapons. Healing and support roles.
- Primalist (RM) – Uhh, leather and melee weapons I think. As a premium class, they have all roles available.

Souls: Far too many to list. Seriously, there are like 8+ souls per class.

A build consists of three souls with (at cap) 76 points spent (plus legendary skills and masteries). You can buy multiple soul slots for plat and create many different soul configs for each character, swapping between them as needed.

There are build guides on the official forums, but in the present state of the game, most are aimed at raiding. Use with caution, but definitely look there for ideas.

Races: There are several, each with minor bonuses. The Bahmi's mighty leap is the nearest thing to a best in slot racial skill for explorers.

Overview

Rift has tab targeting, meaning you select a target for your skills/spells, either by clicking on them with the mouse, or by using the tab key to cycle between targets.

The structure of the game is pretty standard MMO fare. Open world questing to level. Dungeons (content for parties of five) and raids (for 10 to 20 people) offer greater challenges. PvP options are also available. See What to Do for more on game stuff.

Rift has multiple servers (shards). Characters are tied to their initial shard (everyone is on Faebright), but you can freely hop between shards while playing. Mail and AH functions are tied to your shard choice.

There is an auction house where you can buy many things. Selling on the auction house requires a vendor license (RM).

Characters have a personal bank where they can store less frequently used items (crafting mats, for example). It's fairly small to start but can be expanded with RM (added vaults) or bag slots (plat).

There is a mail system that lets you send stuff to other characters for a small fee.

The base currency of Rift is silver/gold/platinum (plat). There are many other currencies tied to world events, dungeons, raids, and special seasonal events.

Characters earn XP by doing quests and killing things. The current level cap is 70. There are several 'brackets' that denote major expansions of the game. They are:

- 1-50 – Base game that includes Mathosia and Ember Isle (harder content from a mini-expansion).
- 51-60 – Storm Legion that includes Dusken, Brevane, and Tempest Bay (another hub city). Also introduces planar attunement advancement (more below).
- 61-65 – Plane of Water and Margle Palace (hub city – mostly abandoned). Adds Mastery to the soul tree.
- 66-70 – Celestial Lands, the current endgame. Introduces Legendary skills to the soul tree and planar fragments to gear.

There are leveling speed bumps at the start of each expansion. Celestial Lands, in particular, can be punishing.

Notoriety measures what various in-game factions think of your character. There are MANY factions and most are fairly insignificant. The Celestial Land factions are the exception and offer significant rewards.

Gear

Gear slots unlock by level, and there are a couple items that are worth extra attention. Note: Mark makes all the things. PLEASE ask if you feel your gear has holes in it. Mark likes making stuff.

Planar Focus/Essences

A planar focus holds up to six essences in a mix of greater and lesser. You can use lesser essences in greater essence slots and it is ALWAYS better to do so. Foci and essences are available in the store under equipment. Essences also drop in the world, which is the better way to get them. You should upgrade to a six-slot focus as soon as possible, but I would suggest waiting to the level cap to invest in a fancy focus. Essences are often for sale on the AH. They are a good place to get secondary stats. If you plan on taking on multiple roles, you will want two or more foci.

Seal

Seals grant specific stats focused on single roles, so you may need more than one. There are crafted and faction quartermaster (notoriety based) seals. Ask Mark if he can craft a seal for you at level 40+.

Synergy Crystal

The synergy crystal works with gear sets to grant bonuses. Do not worry about this item until you get to 70, as you won't have a set worth supporting until then. Synergy crystals are in the store and cost celestial remnants (currency from world events). You may need more than one for different roles.

What to Do

Questing

The chief leveling activity is questing. NPCs/items in the world offer quests that send you out to find stuff, deliver stuff, kill stuff, or follow a story line. There are several types of quests available:

- Standard quests – quest givers with an '!' icon offer standard quests and are one of the main sources of experience.
- Daily/Weekly quests – denoted with a circle/arrow icon. Quests you can do each day with varying rewards. They include crafting, planar defense missions, and assorted reputation grinds.
- PVP quests – red '!' icons that offer PvP related quests.
- Carnage quests – killing some creatures in the field will start a carnage quest to kill X foes of a specific type. These offer XP, cash and notoriety rewards. See mechanics for claiming rewards.
- Instant Adventures (IAs) – literally instant adventures. While in instant adventures, you are auto-leveled to the zone you're sent to and added to a raid group. The group does quests together that grant XP and rewards (good leveling for 1-50, maybe 1-60). Leave the IA by leaving the group (see group-related mechanics).

Rifts

Rifts are planar tears that spawn all over the world. Closing a rift involves a multi-stage combat and rewards planarite currency and other items. Planarite is pretty important for gear. Beware of major rifts (designed for groups) and nightmare rifts (they auto-level you and go on forever, escalating each step).

World Events

World events spawn at random in busy zones. They often involve two or three phases that require players to carry out specific activities and end with a boss fight. To get full credit for a world event, you must be mentored to the right level. See mechanics and use the event tracker in web resources.

Minions

This mini-game involves sending card-based minions on short to long adventures that return various forms of loot (crafting mats, artifacts, notoriety , and dimension items). Everyone gets one minion adventure slot for free, and you can buy more for RM.

Achievements

There is a deep achievement system that awards points for various goals and objectives. Some offer cosmetics, titles, gear, and pet rewards. If there's something you can do in the game, there's probably an achievement for it.

Artifacts

Artifacts show up as glowing points of light in the open world you can click on to collect. They are literally a collection game. Turning in sets gives minor rewards. There are achievements for completing various groups of artifact sets that offer additional rewards. There are several flavors of artifacts: normal, twisted, unstable, poison, burning, nightmare. The conditions to collect some of these are complicated. There are OVER 9000!!!! artifacts in the game.

The guild bank has two tabs dedicated to artifact sharing. Take any artifacts you can use. For the love of god, take them. There's more info on artifacts in a separate section below.

Bounties

Bounties are artifacts that very occasionally drop from specific creature types if you kill them while properly mentored. They also drop from rare 'most wanted' mobs under the same conditions. Bounty hunting can take up a LOT of time. I'm talking hundreds of hours.

Exploration

The world of Rift is HUGE and there are many nooks and crannies to explore if you like that sort of thing. There are also hidden puzzles and secrets in many zones, particularly in the old world. If you really like puzzles, there's a world-spanning puzzle that unlocks some major rewards and requires several hundred hours of effort. Good luck.

Crafting

Everyone can learn fishing, survival and three additional trade skills in Rift. Fishing and survival let you catch materials for food/drink and make it (HP/mana recovery and minor buffs). Other trade skills let you make specific types of gear. You can buy additional trade skill slots for RM.

There are daily crafting quests that reward plat, crafting marks, and sometimes notoriety.

Low-level crafting mats you aren't using, aside from planar dusts, are probably vendor trash at this point. The only exceptions are some blue/purple quality rare items. Sell to save bank space and earn \$\$\$\$. See Loot and Inventory for bag materials.

Battle Pass

This is a new mechanic. Battle Pass offers several quests each day/week that earn BP XP. As you progress through the battle pass, you receive various rewards. BP is time limited (the current and first one expires in mid-July).

Daily Rewards

There's a reward available each day in the store that gives you an artifact and sometimes a minor booster for XP, notoriety, or tokens. Check this each day when you log in.

Reward Calendar

The 21-day calendar offers a reward each day when you log in. Rewards are fixed by day and the last one is a cosmetic mount. The calendar resets on the 1st of each month. You need not get rewards on consecutive days.

Guild Quest

We often have a guild quest running. It's usually to kill rift creatures or close rifts. Doing the guild quest gives guild XP and guild levels give all members minor perks.

Chronicle/Dungeon/Raid Runs

Chronicles are dungeons designed for one or two people. You can do most of these solo at +5 levels (the Plane of Water chronicles are a bit tougher).

Once you out-level five-man dungeons/10- and 20-man raids, you can run them solo for plat and cosmetic rewards. These are dungeons you can solo (others have mechanics that require a group):

- Realm of the Fae
- Deepstrike Mines
- Foul Cascade
- Kings Breach
- Fall of Lantern Hook
- Charmer's Caldera
- Runic Descent
- Caduceus Rise

There are probably others that can go on this list. There are a lot of dungeons in Rift. Raids are trickier, as many have mechanics you can't work around. Rise of the Phoenix is a good raid to try and solo for your first run.

Many dungeons and raids come in standard, expert, and intrepid modes. Standard are the level of the containing zone. Expert are set to expansion cap + 2 (e.g. 52 for old world zones). Intrepid are higher level (up to 72) and have separate entrances. Change dungeon difficulty via the character portrait menu.

Some instances have interactives in them that perform specific functions. They include cut-scene skippers, teleports at entrances that take you to the most recent boss fight, and hard mode selectors.

Dimensions

Player housing you can customize by building with items. Talk to Mike if you want to know more.

Rare Hunting

There are rare monsters all over the place in Rift. They usually drop an item with a unique wardrobe appearance. Beware in Celestial Lands: all rares are level 70 elites and they WILL kill you. There are also achievements for killing all the rare things on each continent.

Notoriety Farming

While most notoriety from zones other than Celestial Lands has no real application in the game, various factions unlock cosmetic pets, minion cards, and wardrobe items. There are several ways to gain notoriety.

- Carnage quests – most give some form of notoriety.
- Daily quests – there are daily quests for most factions.
- Chronicles, Dungeons, Raids – many of these give you notoriety.
- Sigils of Valor – Currency that sometimes drops from world event bosses (when properly mentored) or IAs. Can be redeemed in the cash shop for notoriety.

Mechanics

Movement and Travel

The game supports both WASD and mouse movement. Learn to use mouse movement because you really want your fingers free for skills.

There is NO fall damage, unless you are playing on April 1. Jump off all the cliffs.

Mounts let you go fast. Mounts are good. At higher levels you can get faster and aquatic mounts or a book that lets you train most land mounts in underwater movement. You will want a swimming mount in the Plane of Water. As you approach 60, you will want to save up 1K plat to buy a faster mount. Mount speed bonuses range from 60 to 160 percent. There is a quested 160 percent mount available at level 70. Cosmetic mounts auto-adjust to match the speed of your fastest mount.

Map and Mini-map: these show important features like cities, party members, quest locations, and terrain. If you have gathering skills, the mini-map also shows harvesting nodes. You can also place a temporary mark on the map by right-clicking the main map or mini-map or by using the `/setwaypoint` command. This mark is visible to all party members. Etiquette note: remove unneeded marks when in a party to avoid confusion. The `/setwaypoint` command takes coordinates as parameters. You can find your current location with the `/loc` command (use the first and last numbers for `/setwaypoint`. The middle number is vertical position). Many help sites also give coordinates for goals/objectives.

Portals: there are portals you can use to travel across and between continents everywhere. You can also bind yourself to a single portal and use Soul Recall to return there once an hour. Portals cost plat, except for those in Meridian (starting city on Mathosia) and Tempest Bay. Soul Recall is free.

Loot and Inventory

Rewards: There are three ways to get rewards for quests/activities, depending on the type of quest.

- Go to a final quest NPC/location indicated in the quest log.
- Finish the quest by clicking on the diamond-shaped icon that will appear on the right side of the screen.
- Collect rewards from world events by clicking on the bag in the circular icon that appears on the right side of the screen.

Reward bags and 'in the field' quests do have limits, so claim promptly unless using token/rep boosters.

Inventory bag slots are RM items. Bank bag slots are purchased with plat. Anyone with empty bag slots or in need of bag upgrades should ask in guild chat. Mark can make 28-slot bags. Materials: empyrean silk, chiffon cloth, truehide, striped leather.

Right-click moves stuff between inventories (personal and bank for example), or sells items. It also allows interaction with objects in the world and NPCs.

See also: Group-Related Mechanics for group loot.

Auction House

Characters can buy and sell items that are not character or account bound on the AH. Selling requires a vendor license purchased with RM. If you decide to sell stuff, be aware that there are fees for selling and scammers that manipulate prices for profit.

Combat

Monster portraits convey a lot of information. Basic mobs have a smooth portrait frame with a level number that changes color based on its relative level: gray, green, yellow, red. Rare monsters usually have a diamond at the top of the portrait, and raid monsters or foes that out-level you a lot have a red skull icon. Elite/raid monsters also have big spiky portrait borders and skull icons. Beware spiky mobs with red skulls.

Bufs and Boosts

Food, drink, and potions can all provide buffs to character performance and restore life/mana/energy. There are also RM items that can boost token rewards, PvP rewards, and XP gains. Daily rewards sometimes give you these items. Use them wisely. I recommend saving XP boosts for Celestial Lands, as there's an XP gap there.

Group-Related Mechanics

Mentoring: You can adjust your level down to match the zone you're in or the other characters in your party. World events only grant full credit if you're mentored to the right level. Access by right-clicking your character portrait or by using the /mentorlevel command.

Side-kicking: You can also adjust your level up to match the level of party members. Scaling your level up generally leaves you weak relative to the typical high-level character due to item scaling.

Grouping: Rift has a very nice auto-grouping mechanic that lets you join up with people doing rifts or participating in world events. Grouping controls are accessed via a right-click on your character portrait. The leave group command is there, as are options to set default looting.

Group looting: When in a group, loot is shared via a dialog that offers need, greed, and pass as looting options. Guild standard: Need if gear is an upgrade. Greed if you want the wardrobe appearance or are in it for the cash. Pass if you don't care and someone else wants it. Rift will not let you need gear you can't use (e.g. warriors can't need cloth armor).

Generally we're pretty lax about loot because most dungeon runs are for cash. If we get a real group going, we will discuss further. If you're in a world event group or IA, someone will generally need everything that pops up, so do what you will.

Ahhh! Death!

Everyone dies. When you do, you can soul walk to move away from what killed you before you respawn. You can do this once for free, then it costs either plat or credits to soul walk, I think. You can also revive at a healer. After you're restored, you will have soul damage. Repair this at a healer for plat. Too much soul damage is bad.

User Interface

The character sheet (access with 'C') is your friend. It has multiple tabs that show you lots of details of your character: equipment, stats, trade skills, currency, pets, mounts, etc.

The powers dialog (access with 'P') shows all your currently available abilities. From here, you can drag and drop any ability onto a skill bar.

The soul tree (access with 'N') shows your talent points and chosen souls. You can customize this as you like and respec or add new roles for a plat fee.

The achievements dialog (access with 'H') shows your achievement progress and available goals and objectives. There are a LOT of achievements.

Become familiar with the UI customization options. Rift has a lot of buttons, and being able to lay them out as you like is a big plus. You can have many bars on the screen to organize buttons and you can set up hotkeys for all of them. Click the little lock icon on the base tool bar to lock/unlock buttons.

Chat Functions: Right-click on the label tab on the chat window and go to settings to change what you see in the tab. I recommend setting up a tab for guild/say/raid/party/whisper chat and system messages and another for combat loot to reduce spam. Global channels are, in general, kind of spammy. The event channel can be useful for finding world events.

Macros: There are macros (ESC/Macro menu). They're useful to reduce finger twisting for some builds. There are some guides on the forums and most class guides include useful macros. There are commands to change gear sets, wardrobe sets, soul configurations, and planar fragment sets, making easy to create one-button role swap macros.

Money Related

Cash shop: Rift has a bunch of stuff in the cash shop available for credits and for in-game currencies. If you don't want to hunt up a vendor for a specific crafting recipe, odds are it's available in the cash shop. Credits are the RM currency of the game. You can buy them directly from the website or you can get them by buying a REX in game with plat. Players pay RM for REX and sell them on the AH to gain plat. When you're 70, plat is fairly easy to come by, so REX are a decent way to get credits.

Patron: Patron is essentially a subscription. You can pay a monthly fee or buy 15 or 30 day subs for credits. Patron status gives you mount speed boost, XP, notoriety, and plat boosts for quests, access to portals from anywhere in the world once an hour, and much more. It's not pay to win, but it's certainly pay to level faster.

Currency

There are more than 30 currencies in the game of varying uses. Go to character sheet/currency to view them and mouse over the currency icon to show info about them. Many of the old-world dungeon/raid currencies are fairly useless, but here are some types to be aware of:

- Credits – Real money currency. Spend in store.
- Affinity – From patron and random rewards. Spend in store (affinity section).
- Prize Tickets – Similar to affinity.
- Planarite – Rift and world event currency. CRUCIAL at endgame. Capped at 200K. Buy your focus and tenebean attuners from the store (crafting/reagents) with extra planarite. Endgame upgrade item.
- Void Stone/Celestial Remnant – World event currency. Buys gear/items in store.
- Captured Intel – Endgame currency for faction gear/upgrades in Vostigar Peaks.
- Favor/Challenger's Mark – PvP currency.
- Tower Fragments – Useful dungeon currency. Also drops from daily/weekly quests in celestial lands. Gear and planar fragments.
- Legion Datagrams – Raid currency. Drops from some daily/weekly quests in celestial lands. Gear.
- Craftman/artisan marks – Crafting currency from crafting dailies. Capped. Spend in store on crafting recipies.
- Lucky Coins – Artifact set rewards. Spend on planar pellets In endgame or various cosmetics available from the artifact merchant.
- Event Currency – From seasonal world events. Use in the store during the appropriate event. Some near-BiS items come from world events.
- Chaos Motes – Currency for mini-events. Use in store for cosmetics, minions, and dimension items.

There are other raid and dungeon currencies available, but they're mostly old world and useless. At 70, many quests reward your choice of tower fragments (dungeon gear), ethereal shards (T1 raid gear), or legion datagrams (T2 raid gear). I advise picking tower frags until you have a dungeon set and good frags because you get more per quest (typically 500 vs. 150 legion datagrams). I'd skip ethereal shards as that gear requires upgrades to grant the benefit of the set bonus. Dungeon/T2 gear can be mixed and matched to get set bonuses.

Minor Tricks

You can sell trash loot anywhere by opening the store (shopping cart on menu bar), going to a subsection (e.g. 'Mounts') and then selling as usual.

Some settings you may want to check (ESC menu, Settings):

- Interface/Combat: Ignore duel requests, show only my debuffs.
- Interface/Misc: enable AoE looting, maybe auto-loot by default, auto-decline marriage proposals.
- Interface/Social: change chat bubble, profanity and login notifications to suit.
- Interface/Display: scale UI for bags, boxes, store, etc.
- Interface/Camera: adjust to your preferences.

Leveling

Old World

Mathosia leveling is pretty straightforward. Follow the quests and you'll run through most of the zones and easily reach 50. There are several zones with parallel levels due to the Guardian/Defiant split (Freemarch is Defiant, Silverwood is Guardian). You can do some quests in cross-faction zones (carnage, for example). Beware around the Guardian starting city. You will be auto-flagged for PvP and the guards will kill you. Stillmoor and Shimmersand are parallel zones as well (old 'endgame' content). Ember Isle was a small expansion zone and offers more level 50 content. You can ignore it if you're pushing levels.

Storm Legion

Dusken/Brevane parallel each other and you can easily go 51-60 on either continent. Brevane is jungle and ruined cities. Dusken is undead wasteland. You are free to hop back and forth of course, but story quests mostly stick to one continent or the other.

Plane of Water

Plane of Water is fairly linear questing. Tyrant's Throne is the exception. It was a late addition to the expansion for a raid zone and you can skip completely unless you want to explore. There are a few quests there, but it's pretty limited.

Celestial Lands

Celestial Lands are current endgame. Each zone has a fairly linear questline and numerous carnage quests. There are also many other things to do for gear upgrades:

- Celestial Tales - Weekly quest in Alittu. Daily quest at each site.
 - One tale per zone. Must complete zone quest line first.
 - Awards rep, drops, and plat.
- Planar Assault - Weekly quest in Alittu to do 30 Celestial IAs.
 - Awards currency, PDF rep. Sigils of Valor for rep.
- Eternal Weapon Quest - Start at 70 (I think).
 - Do all non Dungeon/Raid stages.
- Farm mats for Chondritic Helm/Ranged Weapon (upgraded versions are BiS).
- Elite kill quests from Alittu
 - Quest giver wanders up/down stairs.
 - Kills are part of Eternal Weapon/Chondritic Helm and Weapon upgrades.
- Breaking Through - Weekly quest in Alittu to do Xarth Mire world event 4x.
 - Awards currency, maybe rep.
- Enemy of My Enemy - Weekly quest in Vostigar to do dailies
 - Do 5 sets of 5 dailies in Vostigar.
 - Same quest giver offers a daily to do 5x quests in one of three locations.
 - Always do Tenon Fortress.
 - The Landing has a mix of difficulties.
 - Maze of Steel is pretty dangerous.
 - Awards rep, currency.
 - Some quests are almost impossible to solo. Pick and choose.
 - If you can't complete all 5, come back the next day to complete.
- Boss hunting in Vostigar
 - Kill special bosses for currency, fragments, and plat.
 - No need to party up to get credit for kill.
 - 1 kill per boss per day + 1 if you use a reward charge.
 - Some are tough to solo for a new 70.
 - Shard hop to find them all (special map icons).
- Currencies/Drops
 - Tower Fragments - Gear
 - Captured Intel - Upgrade Components and Gear
 - Fortress Marks (I think) - Upgrade Components and Misc.
 - Planar Fragments - Items you equip/upgrade.
 - Elemental Cores - Upgrade Planar Fragments.
 - Raid Currency – I forget the names. Do tower frags first.

Planar Fragments

Gear changes a LOT in Celestial Lands. Equipment only has main stats: str, int, wis, dex. Secondary stats, crit power, spell power, etc., move to **planar frags** that drop from mobs, dailies, rifts, and world events.

Currently, characters can equip a max of 11 frags and have an inventory that holds several hundred. Extra frags overflow to standard inventory. The planar fragment tab in your character sheet shows currently equipped frags. Slots are tied to elements and you can have multiple frag sets for different roles. I have a tank and a dps set, for example. Once a frag is in a slot, you can either overwrite it with a new one or recycle it. You can't remove them. ALWAYS RECYCLE when replacing frags.

Frag have tiers and infusion levels.

- Tier 1 frags have the highest potential prime stat.
- Infusion levels increase stat values (see below).
- You infuse frags with planar cores, planarite, and plat. Higher levels cost more.
- Frags are account bound. You can mail them to alts.

You might think 'all tier 1' is the way to go, but it's not. Each frag is associated with an element and each tier in each element has a specific prime stat associated with it. The spreadsheet below shows the best in slot tiers for each element/role/class. The details are complicated.

Frag stats: They all have a prime stat determined by tier/element. They also have up to four secondary stats that are random. Every infusion level raises the main stat. Every third infusion level adds/improves secondary stats. Yes, frags are very very VERY rng.

Frag also have gear rarity when they drop (white, green, blue, purple). Higher rarities have pre-rolled secondary stats (0-white, 1-green, 2-blue, 3-purple). Obviously, looting the right-tier purple frag with good secondary stats is a win. Higher rarity frags drop from higher level mobs/rifts/world events. Farming colossi in Vostigar Peaks (end lvl. 70 zone) produces a lot of frags (and gives you other currency you want for final gearing).

You will get a LOT of poor-quality frags (crit power and int and block on a warrior, for example). Use the recycle function to turn these frags into elemental cores you can use to upgrade better-quality frags. I'm pretty sure rarity has no effect on stat values. Infusing frags increases their rarity every... 5? levels.

Starting out. Fill frag slots as soon as possible but only upgrade 'good' frags. If you roll a bad secondary, stop. Currently, upgrading a frag to T15 (max) costs an average of 1,500 plat, 2,700 planarite, and 290 cores. Gamigo has said they're reducing costs.

The various factions in CL sell chests that contain one (maybe more) frags of a particular element. The top tier chests are one of the only ways to get T1/T2 frags of some elements unless you raid or are super lucky. Chests are purchased with tower fragments, which are rewarded from daily/weekly quests and world events in CL or while mentored in other zones.

It will take a LONG time to get good frags. I still have DPS slots that have terrible frags with block as a prime stat, for example.

Fragment BiS spreadsheet:

<https://docs.google.com/spreadsheets/d/19iRzU2e6XwN64HzX-bu51Yao4IWaqE3u4WUcnTUlc3k/edit#gid=1904994700>

Level 70 Crafted Gear

The blue crafted armor and weapons available at 70 offer a good step up from the usual assortment of quest gear. The upgradable crafted legendary helmet and ranged weapon are BiS for endgame.

However, making all this stuff is resource intensive. By way of example, the plate chest piece requires:

- 22 bolidium bars (44 ore)
- 14 starhide leather (28 hide)
- 16 plat in store materials
- 1 visionary amender which takes:
 - 12 atramentium bars (24 ore)
 - 12 bolidium bars (24 ore)
 - 10 ahnkite (mined resource)
 - 5 chondritic planar dust (uncommon Celestial Land rift/foothold/invader drop)

The legendary plate helm takes:

- 80 bolidium bars (160 ore)
- 30 starhide leather (60 hide)
- 30 ahnkite
- 3 visionary amenders
- 3 celestial matrixes (drop from crafting raid rifts, ~175 plat on AH)

As you can see, a full set of blue 70 gear is expensive. Also, visionary amenders have a 22-hour cooldown, which means it takes days to accumulate enough to make a set of gear.

The real bottlenecks here are amenders, chondritic dust, and plat for matrixes. Don't sell dust if you want this gear. I'm happy to help people farm other mats, but dust is used for many things, so you're on your own there.

Harvested materials for different armor types:

- Plate & Chain: bolidium, atramentium, starhide leather, ahnkite
- Leather & Cloth : starhide, infused starhide, starweave, tenebrean samite
- Bow/gun: bolidium, xarthian fiber, atramentium, faecap, celestial matrixes
- Wand: xarthian fiber, ahnkite, atramentium, bolidium, celestial matrixes

The legendary helm and ranged weapons are all upgradable. Each step of the upgrade has different requirements, but most require one or more prophetic amenders. Prophetic amenders are upgraded visionary amenders, and each requires two **tenebrean planar attuners** for the upgrade process. This is why you should **spend your excess planarite on attuners** (found in the store).

Farming Materials for Level 70

These are not exhaustive lists, but they're good places to try. All these materials can be found in any zone in the Celestial Lands, but for ease of farming these are, IMO, the best spots.

- Shallow water for fishing (blackthorn trout) is found in all zones. Bailgohl Village in Xarth is an easy-to-reach, safe location.
- Deep water (starfall crabs) for fishing in Scatherran Forest: /setwaypoint 5929 4544, Gedlo: /setwaypoint 2593 6473, Vostigar Peaks: /setwaypoint 3581 3051 or /setwaypoint 4186 3196. Scatherran is the safest.
- Scatherran Forest – The entire zone is full of faecap mushrooms and atramentium. Skinning returns are not the best in this zone.
- Ahnkite is a secondary product from any mining.
- Southeast Gedlo is a good source of leather, faecap, atramentium and some bolidum/xarthian fiber. Centaurs and goblin hound packs are all skinnable.
- West/northwest Gedlo is good for leather (squirrels and drakes) and has more bolidium and xarthian fiber.
- Ashenfell and Xarth Mire are full of bolidium and xarthian fiber. Xarth Mire is awful for farming.
- All humanoids (elves, goblins, etc.) drop cloth. Scatherran and southeast Gedlo are good places to farm.
- Vostigar is mostly bolidium and xarth fiber. Not recommended for farming due to the high density of elite mobs and dangerous rift creatures.
- Chondritic dust comes from Celestial Lands rifts, with higher level rifts dropping dust more often. Be sure to grab rift closing dailies for each zone if you're farming dust.
- Planarite is not a level 70 material, but you'll need a lot. Nightmare rifts on Ember Isle are a good place to farm it once you understand the mechanics. Be sure to get the Ghar notoriety daily quests from Margle Palace.

Web Resources

There are a bunch of web resources for the game:

- Official Site and forums <https://www.trionworlds.com/rift/en/>
- Magelo (game database and tools) <https://rift.magelo.com/en/>
- Event tracker <https://www.trionworlds.com/rift/en/>
- CADRIFT (player resource) <https://www.cadrift.net/>
- RiftGrate (a bit dated) <https://riftgrate.com/>
- Macros (not complete) <http://forums.riftgame.com/technical-discussions/addons-macros-ui/61489-ultimate-rift-macro-guide.html>

More on Artifacts

As mentioned, there are several types of artifacts available:

- Normal are white and are found in all zones at all times.
- Unstable are blue and found during Unstable Artifact world events.
- Twisted are red and are visible when you have the quantum sight buff.
- Poison are green and visible with the poison sight buff.
- Burning are orange and visible with the, you guessed it, burning sight buff.
- Nightmare are purple, you know the deal.

If you participate in Unstable Artifact world events, be sure to mentor yourself appropriately right before the event ends. This ensures you get full rewards from the world event, which can include sigils of valor (notoriety), tower fragments (gear currency), and maybe rare drops. To get credit you must pick up at least one unstable artifact. This event also counts for Battle Pass world event quests.

Quantum sight is a buff you purchase in Meridian with planarite (Rift currency). You can turn it on at will and it shows both twisted artifacts and some dungeon/raid entrances.

Poison/burning/nightmare sight are special buffs that only show up in Gloamwood, Stonefield, and the Planetouched Wilds. The buffs are linked: normal -> poison -> burning -> nightmare

You gain poison sight randomly by looting (including fishing) a normal artifact in the appropriate zone. Looting a poison artifact randomly gives burning, burning gives nightmare. The buffs are SHORT (10 minutes or less), let you see the appropriate artifact, and cause DAMAGE. A full stack of buffs is pretty painful, so have a healer spec ready if you pursue these artifacts. You can right-click any buff icon below your character portrait to remove it.

Selling these artifacts on the AH, especially rare ones, can be lucrative.

Macros

Macros let you combine multiple ability invocations into a single command. Access the macro editor via ESC / Macros. Important rules of macros:

- One ability per button press
- First available ability is used

What does available mean?

- Reactive skills are only available under certain conditions. They don't go off if conditions aren't met.
- Skills with cooldowns become unavailable after you use them for some period of time.
- Instant skills are always available except during...
- The global cooldown (1 or 1.5 seconds) which doesn't affect...
- Instant skills that specifically say that have no global cooldown

When you press a macro button, the game checks each skill in the macro from first to last and executes the first available skill. What this means is you could do something like:

- Reactive skill
- Cooldown skill
- Cooldown skill
- Instant skill

If the reactive is available, it gets used. If not the first cooldown skill gets used. Use the macro again, and the second cooldown skill gets used because the first is on cooldown. Once more, and the instant skill goes off because the other skills are on cooldown.

The basic structure of any skill entry is: cast Skill Name

Skill Name must match the name in the abilities dialog (access with 'P' key) exactly. While editing a macro, you can shift-click any power icon to create a macro entry for it in the editor.

Useful macro stuff:

- #show Skill Name – on the first line of a macro, this sets the macro icon to the named skill. You can also pick a macro icon from a list by clicking the blank icon spot in the editor.
- suppressmacrofailures – prevent error message spam for skills on cooldown.
- cast @gtae Skill Name – cast the AoE ground targeted spell at your current target's location.
- cast @mouseover Skill Name – cast spell at the target beneath your mouse pointer (including party/raid portraits).
- cast [notactive] Skill Name – cast the named buff if it's not active.
- cancelbuff Skill Name – turn off named buff (generates spam if buff isn't on).

Macros, Roles, Gear and Wardrobes

You can change all these things with macros. Here are the commands:

- saveequip X – saves your CURRENT equipment (including the current planar frag set) as X
- loadequip X – loads the saved equipment set X
- role X – changes your current role to X (clears all active buffs and swaps UI too). Roles are numbered from top to bottom in the role list.
- wardrobe X – changes your current wardrobe to X. Wardrobes are numbered left to right.

So, save equipment sets as desired, then create a macro:

```
loadequip 1  
role 4  
wardrobe 3
```

This changes to equipment set 1, activates role 4, and loads wardrobe 3. Remember to rebuffer!

Macros and Items

If you have multiple items that have similar functions, you can macro them together in the most useful to least useful order:

```
suppressmacrofailures  
use Salving Pod  
use Prophetic Healing Potion  
use Visionary Healing Potion  
use Visionary Healing Tonic  
use Exalted Healing Potion
```

The macro uses the first available item that is not on cooldown.

Changes

- V1.3
- Corrected trade skill error (you can learn three skills by default).
- Minor notes added to dungeons/raids/chronicles.
- Added info about level 70 farming.
- Added info about level 70 crafted gear.
- V1.2
- Added info about currencies.
- Added info on synergy crystals, seals, foci, and essences.
- Added some macro stuff
- V1.1
- Added /setwaypoint information
- Added some details about artifacts
- Added dungeon difficulty information
- Added getting started section
- Added change log