

# Guide to RLCraft 2.9.3

By Itsmemuffin



“If you git gud, this could be **you**”

## Foreword

Hello user. If you have found this guide from the depths of reddit or wherever you did find it, it must mean you want information on how to survive RLCraft, a modpack created by Shivaxi, and widely regarded as one of the hardest modpacks there are. Around three years ago at the time of this writing, a reddit user named u/JeremyJoeJJ created a 2.8 guide to RLCraft. I can confidently say that the game has changed since then, and I felt like after a lot of hours playing this modpack, I wanted to update their guide to the most modern form of RLCraft. Any questions or comments or suggestions you have about this guide, you can contact me on reddit, my username is u/itsmemuffin. I probably made many mistakes, so don't hesitate to point them out as I want this to be as useful as possible. This guide is written in a similar style to JeremyJoe's one, but goes much more in depth. It is quite long and doesn't cover everything in the modpack, just how to progress through the combative stages. Anyways, here you go, the updated 2.9.3 RLCraft guide. Have fun and good luck. - Muffin

First Edition: 2.9.3 12/4/23 - 3/5/24

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(I will be **bolding** important words, items, and information; underlining referenced mods; and [linking](#) sources.)

## Setting up the Settings

There are a few things you should do before starting out in any world, and that is setting up your locational hearts view and decreasing lag. In order to set up your overlay to always be able to view your hearts, press escape, then click “mod options”, then scroll down or search the mod [First Aid](#). Then click config -> overlay, then switch overlaymode to HEARTS and in displaymode, switch 200 to -1. This will change the damage overlay from this:



to this:



It will allow you to see exactly how much health each of your body parts has.

## Optional Mods to Edit

As many mods as RLCraft has, there are still quite a few that you might want to add to streamline your gameplay. If you are against editing the modpack because you like a challenge, then ignore this section, but I believe that any game experience is supposed to be fun, and these could possibly make your RLCraft experience more fun. The recommendation is how much it changes the gameplay of RLCraft from the unaltered version

Mods:

[Optifine](#) - (of course I'm going to recommend this). You probably know what this is, but it improves the performance and graphics of your game and helps to reduce lag. It also

has a quirky zoom feature. It doesn't change any content, just makes the game run much better. 10/10 recommendation.

Xaero's [Minimap](#) and [Worldmap](#) - This adds a map in the corner of your screen (configurable), and a full screen map that shows the world along with nearby entities. It's a much better version of the [Antique Atlas](#), and can help to find mobs and structures like dragon nests. 7/10 recommendation, not for hardcore players.

[Enchanting Plus](#) - This adds a special enchantment table that lets you apply almost every single enchantment in one convenient place. It pretty much removes the need to make a villager enchantment setup, but it does have drawbacks, as you cannot find **treasure** or **supreme** enchantments in it (mending, adept, subject enchantments, supreme sharpness, etc.). 4/10 recommendation, skips a huge lategame grind.

[A.E.R.S.](#) - Adds a very convenient way to repair items without mending or resources used to craft the items (tide guardian needs specific scales). Converts 1 level into an experience token, which can be eaten to give the level back. The token is applied to items to repair it. 1/10 recommendation, as it allows you to make an extremely broken way to dupe xp when you combine its powers with an [XP Tome](#).

[Just Enough Resources](#) - An additional JEI mod that gives you more information on where some items come from, doesn't work with most modded items though. 8/10 recommendation.

[Simple Storage Network](#) - Allows you to link all chests to one block where you can access it all from there. Removes the need to make big, complicated manual storage systems, especially when you amass a lot of items. 9/10 recommendation.

## Mechanics and Menus

RLCraft is a mod that nearly completely rewrites the mechanics of vanilla. Its new mechanics all have to be understood in order to survive the modpack. If you already have a basic understanding of the mechanics, then skip to [Starting Fresh](#).



“Hot” environs include warm biomes, like deserts and savannas. The Nether is blazing hot and requires a lot of cooling. Standing near fire or lava also jumps your heat up a lot.

“Cold” environs include any snowy biome, and mountainous terrain, as the higher you go up, the colder you will be. (The End is also cold) Oceans and water in general will cool you down a lot. (Also, using a boat will still make you hella cold).

There are many ways to prevent temp change. The **Heating** and **Cooling** enchantments do exactly what they say. **Wool armor** gives +2 heating per piece and **Ice armor** gives +2 cooling. The **Ozzy Leggings/Chestplate Liner** can be applied to armor to give both heating AND cooling. (The liners also just have the single temp variants) **Campfires**, water blocks, and the **heating/cooling coil** will do the same but you have to stand in or near them. **Seasons** are also in the pack, where they cycle through spring, summer, fall, and winter, with an early, mid, and late part to them. The general environment temperature goes up a lot in the summer and drops just as much in the winter.

## Thirst

**Thirst** functions mostly the same as hunger, just that you must drink liquids to satiate yourself. (icons are right above hunger bar) Like hunger, you lose sprinting at 3 drops, and your vision goes blurry at 2 (hunger too). Drinking can be done by crouching and right clicking rain or a water source block. I don't recommend this as drinking unpurified water will give you the **thirst effect**, the same as the hunger effect but for thirst. You can purify water by either smelting a bucket/bottle of water, or by using a **charcoal filter** on a full **canteen**. (Dragon canteens auto-purify water for you)

## Health

Instead of traditional Minecraft, Shivaxi decided to change the hearts system to a form when you have **locational hearts**. This means that each part of you has its own amount of health and depending on where you take damage to your body, you'll lose health in that area. For example, falling off a cliff will break your feet and legs, and drowning will damage only your head and chest, the two parts which will kill you if either drops to zero. (You can live with broken arms and legs, but they come with

powerful weakness and slowness effects) Losing all of the hearts in your head or chest areas will kill you, so the helmet is the most important armor piece you can have. NEVER forget your **helmet** or you'll very likely end up dead.

## Experience (what it is)

**XP** is the single most important resource you can have all the way up to the endgame. Not only do the expense of modded enchantments require a plethora of xp, but also your two levelable skill menus both require a butt-ton to progress.

## Skills

**Skills** are the other game-changing mechanic which slows progression tenfold. You have two skill menus, one added by Level Up! Reloaded and the other by Reskillable.

## Reskillable

The Reskillable menu can be accessed from your player inventory, the tab is located to the left of your leggings slot. This menu is the one that defines which items are locked behind a **skill requirement**. There are 8 skills:





**Farming**, for well, crops and farming tools; **Agility** for movement and bows; **Defense** for armor and shields; **Building** for placing utility blocks and the like; **Attack** for almost all weaponry; **Gathering** for axes, shovels, and lots of other utility tools; **Magic** for magical items (usually goes with an item with another skill requirement); and **Mining** for ores and pickaxes. Each of these start at 1 and can be leveled up to 32. Each skill level doesn't require that many experience levels, but requires that many levels in xp. For example, if you have 9 xp levels, then that's 135 xp. If you have Attack level 4 and want 5, clicking the "+" icon in the top right will take away 5 levels worth of xp, which is 55 xp. You will then be left with 80 xp, which is around halfway between the 6th and 7th xp levels instead of the 4th. Skill requirements are on almost every useful item, and can be seen in the **tooltips** when you hover over that item. For some basic vanilla items, wood, stone, and leather all have a requirement of 0 in their respective areas. Chainmail is 4, Gold items are 2 in the skill area and 4 in magic. Iron is generally 8, Diamond is 16, and dragonbone/scales are 24. These all can be found in the JEI.

## Level Up! Reloaded

This mod is the other incredibly important skill mod. In order to access the menu for the first time, you must have 5 xp levels on you, and you access it via your inventory or by pressing the "L" key (this is the default keybind, you can change it in the keybinds menu). When you first access it, you will be met with a screen that will ask for a specialization:



These three, one for mining, one for crafting, and one for combat, will increase the amount of xp you receive in those areas. You are able to change this later, but for now choose whichever you want. By the time you will need to switch to the combat specialization, you will be able to craft the **Book of Specialization Change**, which does exactly what it sounds like. (it also requires 30 xp levels) If you choose mining, ores that drop materials, like coal, redstone, diamond, lapis, quartz, emeralds, and others will give more xp. Crafting will flat out give xp when you craft and smelt. (You can craft stacks of levers for an easy way to get the first few levels). Combat gives more from any mob you kill, and this specialization makes the **xp farm** you might get to build to be overpowered. Once you choose a specialization, three new tabs will appear, and you can level up mini-skills, which gives many, many bonus effects, such as extra damage or breaking speed. These, however, require the amount of levels shown, so it's far harder to level up.

## Starting Fresh

As soon as you spawn into a world, your first objective is a bed. The night not only brings much more powerful versions of vanilla mobs, but also a slew of Lycanites mobs, most of which want to kill you. Find a river and break gravel until you have a **flint**. Dig down until you find a stone block or look for an exposed one to turn the flint into two **flint shards**. Break leaves for a **stick**, then use one of the shards and the stick to craft a **flint knife**. With the flint knife you'll be able to break grass or hold plant items in your offhand and right click to obtain three **plant fibers**. These will get you a **plant string**, which will let you craft a **flint hatchet** with the other flint shard and a stick. Chop down a nearby tree to get logs and more sticks. Place down a log and right click with your hatchet to turn them into planks. With the planks, craft a **crafting table**, your new best friend. Look around for rocks on the ground and right click to pick them up, you'll need 12. With those craft three cobblestones and then craft a **stone pickaxe**. Using that, continue to mine, break grass and chop up planks for sticks until you have a **stone axe**, **shovel**, **spear**, and **stone braced shield**. I usually go with the tower version but the two have zero difference.

Next, you need a **bed** or **sleeping bag**. These allow you to skip the night, which you won't survive (unless you can find a safe place to hide it out). Find and kill **sheep** or

**yale**, as they both drop wool and meat. Most Lycanites meats give potion effects when you eat them. Raw meats give negative effects cooking them will give you good ones. (A handy way to get a few useful potion effects before delving into alchemy) Once you craft a bag or bed and sleep through the night that is surely upon you by now, find a village. A village is a very good place to find earlygame resources and set up a base that will serve you well. They are guarded by **aegis**, flying blue elemental mobs which attack mobs and protect villagers. They are basically Lycanites iron golems. Once you find one, activate the waystone, and loot the various buildings. Key places to look for are the library:



which contains enchanted books (access the secret chest with the button behind the counter) The villager might have a good trade as well. This building:



has food in the towers and glowstone in the top part. The blacksmith has an anvil, an armor stand, and loot in the chest. This building:



is my personal favorite, as it contains a skeleton skull, useful for later **baubles** (we'll get to those later), and two armor stands with a full set of chainmail and iron armor. The chest also contains wool and meat, which is essential for **healing items**, which are your other best friends. The archery tower:



has plenty of bows and arrows. The greenhouse:



and other random buildings around the village and barrels can contain useful items like buckets, clocks, and compasses. Loot everything and bring it back to whichever building you chose as your base. (Ignore the villagers for now, as you won't need to farm them for enchanted books until late game, they'll die long before that, and you'll find lots of villages in your adventures)

## Exploration

At this point you are ready to begin your **exploration** of the surrounding area. Finding points of interest (POIs) is essential to moving on to midgame. POIs are really any structure or the like that has the opportunity to offer loot. Most are very dangerous as most POIs contain **monster spawners**, which are a very good source of xp without the use of an xp farm. They also drop mid-tier loot which can get you QoL items. Here is an example of what I consider to be a good exploring setup:

Here is an explanation of what this is + a few extra exploring tips:

- You are going to want the **halberd** to be your main weapon, as it has reach and has one of the highest melee damages of any weapon of its material.
- The two-handed effect on larger weapons will disallow you the use of a **shield**, to get around this, put the shield in the second hotbar slot and a spartan weaponry **spear** in the third

- The spear has reach, and higher damage than most other weapons of the same material. (6.5 vs the iron sword's 6) It also doesn't have any two-handed modifier, meaning you can use it with your shield.
- These three will allow you to easily dispatch most mobs from a safe(r) distance using the halberd, then switch to the shield (press r to equip in offhand when holding in your mainhand) and attack with the spear whenever you come across a skeleton or other ranged-attacking mob.
- For your mining tool, keep on you an axe and a pickaxe for the first while, until you amass enough xp to get **building skill 12**. With that, you can craft the **tool forge**, a block which lets you craft tools and weapons using the **body parts** of Lycanites mobs. (Most will drop special parts and they can all be found in the JEI). You then want to craft a **paxel**, made from a **hardwood rod**, **guard**, and **paxel**. This tool functions as a pickaxe, axe, shovel, and hoe, with 6 times the durability of an iron tool, with the speed of one but the mining level of stone. It has zero gathering or mining skill, but I would still suggest bringing an iron pickaxe to mine ores you find.
- A **canteen** and **charcoal filter** will prevent you from needing to drink unfiltered water, which can give you parasites and kill you. Also, getting the thirst effect every time you drink isn't ideal.
- A sleeping bag for sleeping the nights and dangers away
- A bow and arrows (multiple types; I'll get to that as well) for ranged combat, as many dangerous enemies can't be killed safely with melee, even with reach.
- **Bandages**, which allow you to heal. Remember: protecting your head and body is crucial for survival, and damage to your limbs slows you down. The best bandages can fully heal an entire part (with no extra health) and it only required 6 strings to craft 2 of them. (The wool in the dark wood house comes in handy here)
- A **water bucket** for cooling down and surviving falls, given that you can do a water bucket clutch.
- **Food** of any kind, just make sure it's cooked and you have a lot of it for exploring. ONLY eat food when it will restore you to full and no more. Wasting food can run down your sources fast if you don't have a farm.
- A crafting table and furnace for smelting and crafting on the fly.

- A **backpack**. Since the 2.9.3 update, backpacks no longer take up your chest slot, but take up your back slot in your **baubles view**. This gives you 36 extra storage slots for moving all of your loot. I would recommend bringing extra flint/vilespine, sticks/iron, and feathers for two types of arrows you'll need.

Extra tips:

- Watch out for the **big seven: liquid pools, blights, infernals, champions, dragons, serpents, and sirens**. These are the seven that I think at least, the most dangerous things you can accidentally run into while exploring the overworld. (In earlygame/midgame)
- **Blights, infernals, and champions** are special monsters and any mob can have one of the effects. Blighted mobs wear armor (if the mob can) and are engulfed in a purple flame. These guys are very fast, strong, and tough. They will absolutely destroy you if you can't slow them down by getting them into water. They drop a lot of xp on death along with heart crystal shards which craft **heart crystals**, items that increase your maximum health. Infernals and champion effects will be signified by colored potion smoke curls or sparkling star particles, and these mobs are granted just a random bunch of modifiers that make them annoying to deal with. Infernals will drop a random bronze, silver, or iron item with another random enchantment on it upon death, and champions drop an enchanted book.
- **Dragons** and **sea serpents** are the bane of the sea and sky, and they'll kill anything they see. They drop good loot for lategame, but dragons are nearly impossible to kill in earlygame. Serpents are easier, but still difficult to kill. Dragons drop scales, bones, blood, a heart, and a skull of the tier. Serpents drop scales and fangs.
- **Sirens** sit on rocks out in the ocean and will lure you in with their song before attacking you. They're difficult to kill in the water as they can swim and you can't, and they can force you towards a nearby serpent. Serpents are fairly easy to deal with on land, but in the ocean, you will die. Simple as that.
- Open pools of various **liquids** will spawn an assortment of dangerous mobs, most of which deal a lot of damage or are hard to hit. Falling into these pools is also very advised against. **Lava** pools can be found everywhere, and spawn **afrits, salamanders**, and rarely **lobbers**, and all of these set fire to the

landscape. Open fire on blocks spawn **cinders**, which fly and shoot fire at you. **Acid** pools spawn **Xaphans**, which shoot acid charges, and these can be found in desert-type biomes. **Ooze** exists only in cold biomes, and spawn **Arix**, the cold version of aftrits, as well as wendigoes. The icefire charges these mobs fire at you give slowness and blindness, as well as just dealing irritating damage. **Poison** pools give plague and poison effects when you enter it, and spawns Geist, which explode on death into more poisonfire.

- Run the opposite direction if you can if you run into any of these mobs, and remember, just a little curiosity could end your life.
- Leave your render distance low, below or at 8, to prevent dragons and sea serpents from getting the jump on you and ending your exploring early.
- The mod Switch-Bow adds a lot of arrow types, one of which is the **underwater-arrow**, which doesn't get slowed by water. It requires an iron ingot instead of a stick in the arrow recipe, hence why I said to pack them. These are incredibly useful for killing sea serpents. (Ice and Fire, the mod that adds dragons and serpents, also has a version of the underwater-arrow, but they require serpent scales and fangs from serpents and they're better spent on **Tide Guardian armor**)

## Important POIs

POIs, as I explained before, are important points of interest to you from a progression standpoint. They might not be of your personal interest because they can very likely kill you if you aren't prepared, but they offer amazing loot which can get you past earlygame.

### Structures

Here are a list of structures that contain good loot and xp: (I highlight blocks you need to place with emerald blocks)

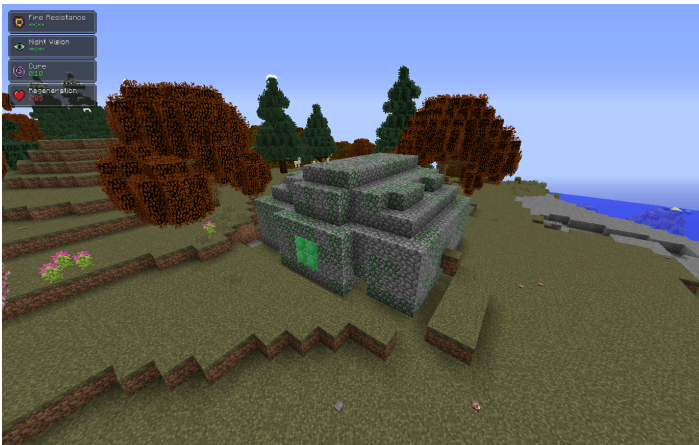
- Pirate ship:





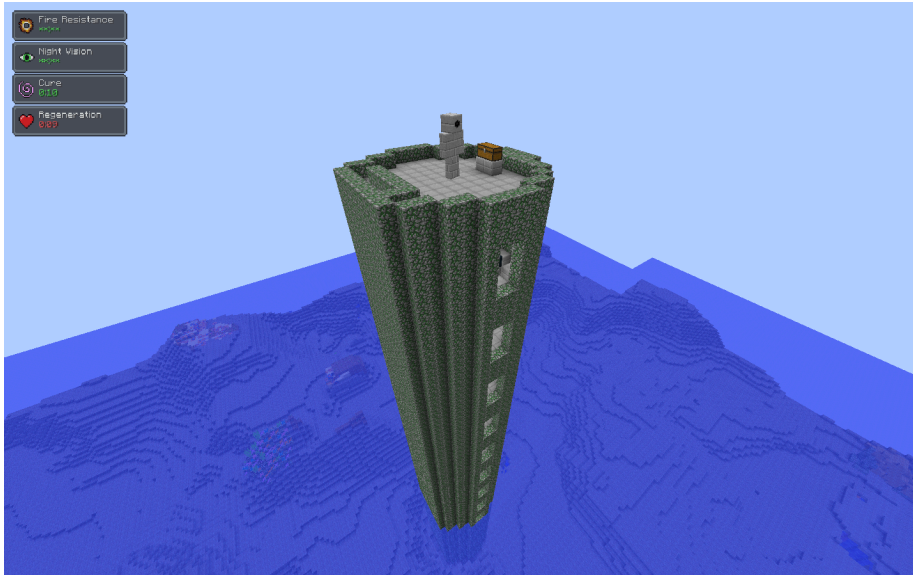
This big guy contains 7 spawners and no chests. There are four visible through the glass on the deck, one directly under the mast, and one in both the front and back of the ship. There isn't any way to stop at least one monster spawning in the front and back, so be careful when going underneath to collect the loot.

- **Zombie Box:**



Contains 8 zombie spawners. Block off the doorway and then mine underneath to get the spawners. Lots of zombies will spawn in that time, so be careful if you choose to open it up slightly to attack them. The more spawns there are, the higher the chance you encounter a rare, infernal, or blighted zombie.

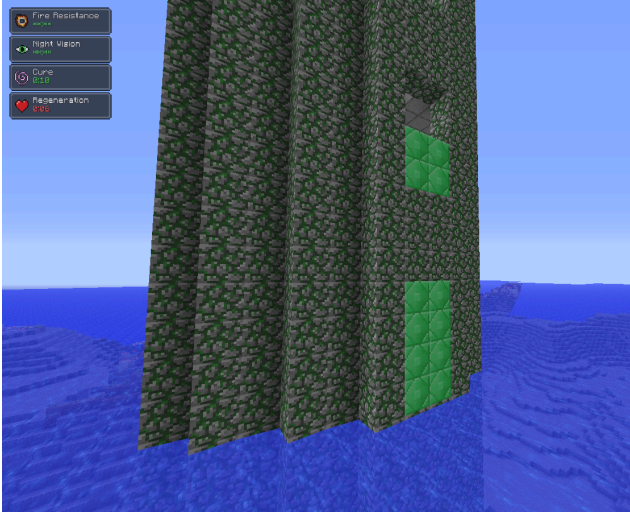
- **Battletowers:**



**Battletowers** are huge stone structures that are easily seen and contain the best loot you're going to find in earlygame. Lots of diamonds, baubles, shiny ingots, xp, blaze rods, ender pearls, lapis, gold, and more. There are several types of towers, and they can either go up into the sky or are underground with just the start peeking out of the ground.

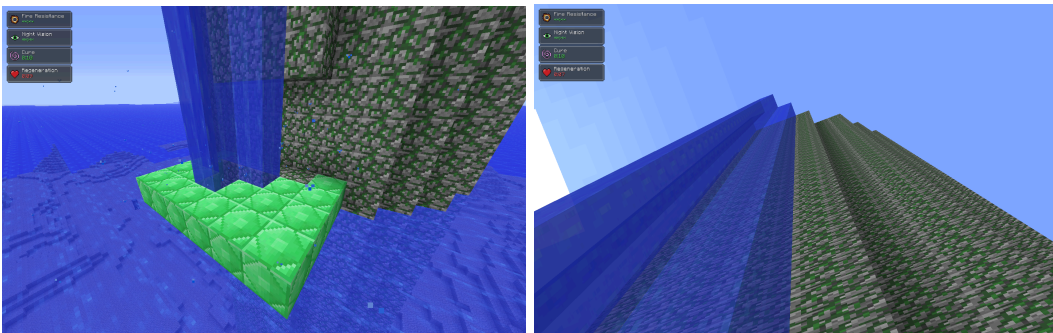
- Standard towers feature two spawners and a double chest on each level, and are around 10 floors high. These ones have a **Tower Golem** on the final level, which drops lots of diamonds and destroys the tower on death. The chests feature increasingly better loot the further you go. Don't forget to patch the holes in the ceiling when you enter a floor.
- Destroyed towers have holes everywhere, and contain only bad loot. The spawners are still useful for xp, and in my opinion, these are still very much worth the effort.
- Downward towers don't explode when the golem dies and it is easier to get to the golem.
- They also appear in the nether and end, but the nether ones don't offer much in the way of good loot. The end ones provide much better loot, but you have to deal with **argh** and **spectres**.

Land towers and water towers are taken on very differently. For land ones, start by blocking off the doorways:

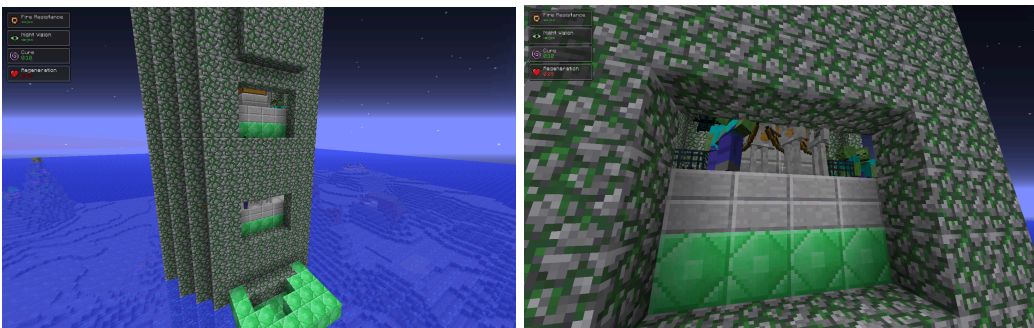


(This is water one but you get the idea)

This will prevent mobs from swarming out of the bottom and attacking you. For water towers, you just need to build a little platform at the bottom and water bucket your way up: (make sure you approach from the 4 block side, not the 6 block side)

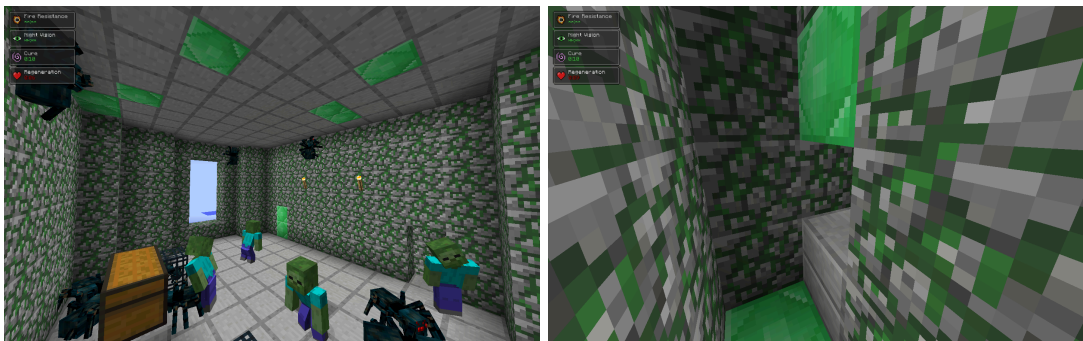


Then you need to break the walls in a way so that you can see the chest of that floor, and the spawners, but the mobs cannot hit you. Spiders and skeletons sometimes can, but use a shield and you'll be fine.



The stone slabs are exactly 7 blocks apart, if you want to count. Repeat this over and over until you reach the second-to last floor. Opening either the top or

second to top chest will wake up the golem, it then smashing through the floor and attacking you. His fireballs are quite deadly. And they break the tower and the chests quite easily. I would suggest trying to lure him off of the top, then climbing the water stream back up to grab the loot. If you want to kill the golem though, I would suggest a bow fight. In land ones, this is a lot harder as you have no water to fall into if you get knocked off or out of it. If you want to go a floor at a time, Enter the floor through the staircase and use a shield to protect yourself while you plug the holes in the ceiling and block the stairway, then chow down on the mobs + spawners, using the other stairway as a fallback in case you are about to die:



Repeat the process until you reach the top, then use the similar strat to aggro the golem, then run behind as many blocks as possible to get the golem to fall off of the top. Then you can loot the top two chests. With a flying tame, this becomes much easier, and battletowers are always a great source for loot, so always check the feasibility of bringing one down whenever you see one.

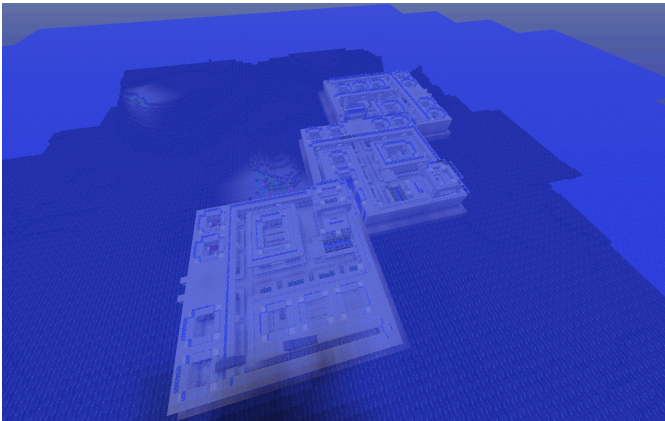
- Flying castle:



(There are two types of flying castle, you want the sand tower one ^)

These appear above water and exist way up in the sky. Swim up the water column to get to the castle. The walls have 4 spawners, one in each corner, with another spawner in the castle itself. Destroying the wall spawners is easy, just dig a block down outside the wall and mine through, then mine the spawner from the safety of your trench. For the middle spawner, cut a hole in the back of the brick building and poke them using your shield + spear. Killing ten mobs to disable the spawner is easier than being swarmed, and once you enter it, there will be a couple iron blocks and an emerald block under a chest holding up some sand. Build a platform above the chest to stop the sand from falling when you open the chest. Don't forget to break all the crops for some more free xp!

- Ocean research station:



(Very rare triple spawn!)

Very simple, doesn't contain any spawners, but several chests with good loot. Almost always has a recall potion and sometimes crafting runes. Grab the enchantment table too.

- Friendly Outpost:



A very great and lucky find. Has lots of food, support, and resource items. One villager will always carry either Envenomed III, Penetration IV/V, or Advanced Mending. Chests at the top have a high chance to contain normal mending books, among other decent enchantments. The basement has a full brewing setup. (see if you can find the entrance)

These one aren't earlygame, but I'd still like to include them for their looting potential.

- College of Evil:



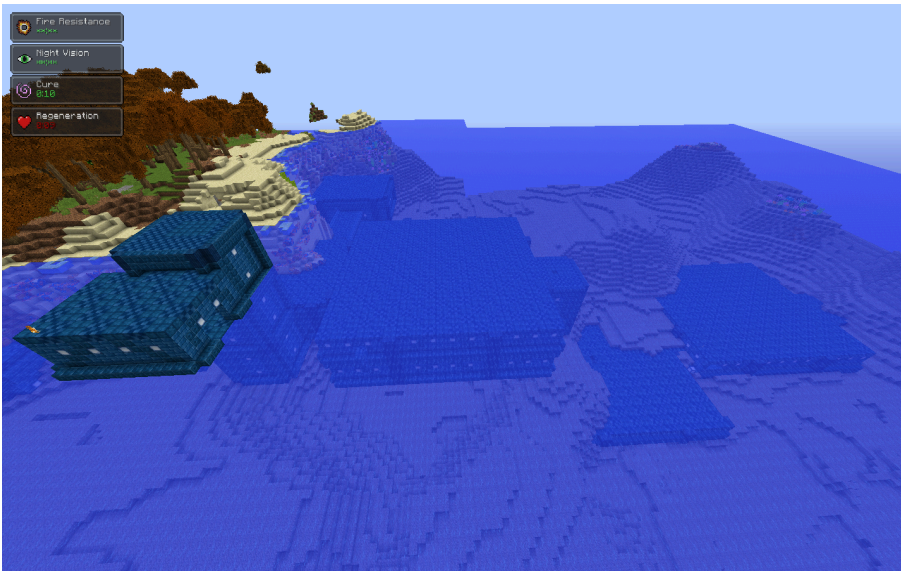
Really big, contains a ton of Illager-type mobs, (witch, evoker, vindicator, illusioner) Great for farming totems of undying but can be a challenge to survive with the ender crystal at the top preventing the placing or breaking of blocks

- Ocean Monument:



Guaranteed 3 vitamins per and some gold, requires a stone of the sea to reasonably survive.

- Lycanites Dungeon:



These appear all over the world and offer a great way to get lycanites tames. The dungeon has an entrance, usually near the surface, which then will either take you up or down into a labyrinth of spawners, mobs, and bosses. Three will exist in every dungeon, and they block the entrance to the next level of the dungeon. They drop diamonds, heart shards, charges, and **soulstones** on death, which allows you to spawn an already-tamed creature that is bound to you. How neat is that? A full detailed list of the types of dungeons can be found [here](#).

## Entering Midgame

After and during your spree of looting POIs, you should have (if you've any common sense) leveled up your Reskillable skills and upgraded your gear. A good level to get to around now is 8 in defense, attack, mining, and gathering, 12 in magic and building, and 4 in farming and agility. You should level these up along the way, not save up for the end. Replace all of your leather/chainmail armor with iron, or with diamond if you gained enough xp. (16 in defense and attack if you can) Replace your stone tools with iron/diamond and make sure you return back to your base during your looting stage to store resources and upgrade as you go along. With building 12 you unlock anvils, enchanting tables, brewing stands, and the tool forge I was talking about earlier. Get the hardwood paxel once you unlock the forge. With any remaining xp, you need to put it into the **treasure hunting** and **fishing** perks in the Level Up! Reloaded skill UI. These will be crucial to getting to lategame. If you manage to get your hands on a full **XP Tome**, then save it for the 3rd level in the treasure hunting perk.

### Experience (how to get it)

As I've mentioned before, xp is extremely useful, and here are several ways to get it. You can either loot POIs with spawners and break them, or make an xp farm. Shivaxi doesn't like xp farms, and so many of the super broken ways to make them have been patched, but a few still exist. This [design](#), by [Zerger](#), is a farm chamber where the spawning material can be switched out for other liquids, which will change what gets spawned. This [one](#) works with liquids as well but not with fire. Each liquid and style spawns different mobs, but the simplest one that can usually be made from the safety of the land surrounding your base is the **Cinder Farm**.

**WARNING:** Killing any Elemental-type Lycanites mob has a chance to spawn an **Argus**. These bastards fly and their projectiles give you instability, which throws you around in random directions and can kill you from smashing you into a wall. Very dangerous, do not engage unless you can shoot it without it being able to hit you.

The cinder farm is the only one that works without liquids, as cinders spawn from fire blocks, which can be created from **flint and steel**. You might think that you would need



netherrack to keep the fire alight, but the **charcoal block** will keep the fire on it for eternity. You will need 12 charcoal blocks, which is a lot of charcoal and wood blocks that must be burned, but it is far easier than attempting to survive the Nether. This farm provides lots of coal and blaze rods, which is useful for making armor liners. Make an arix farm using ooze (if you can find any) to get the **frost powder** required for making **Ozzy Liners**.

## Midgame

If you have made a farm or hunted lots of POIs for spawners and loot (you should do both), then now you are ready to start your venture into **midgame**. There is much to do here, so bear with me. I will go through a list of necessities, but they don't have a super specific order, so feel free to do whichever feels most important or easiest for your current progression.

## Skills

You should be or have been upgrading your skills along the way. Make sure you have at least 16 in combat and 20 in defense, as well as 16 in enchanting, 12 in agility, and 16 in building. These will let you use most of the midgame items that will be essential to your new ventures. In addition, make sure to be continually upgrading the combat skills in your Level Up! Reloaded menu.

## Gear

It's time to ditch your iron gear if you haven't already and move on to **diamond weapons** (Lvl 16 skill). Namely, a diamond melee and ranged weapon, and a diamond shield. The weapon can be any of your choice, but be wary of weapons with the **two-handed** modifier as you cannot use them with a shield. You need **vitamins** to bypass this, but more on baubles later.

Craft a diamond **pickaxe** and **mattock**, and get efficiency and unbreaking enchantments on it. The pickaxe is for mining stone and the mattock is for everything else. Be warned: Advanced Efficiency V and Versatility on these will let you instamine everything, but stone cannot drop from the mattock, so don't treat it like a paxel, as it

isn't. Getting diamond tiers of these is far better than the steel paxel you can make out of crafted equipment from Lycanites, so try working towards upgrading your wooden paxel to these.

For armor, the simplest “good” armor set to obtain is definitely **tide guardian**. This armor is far easier to obtain than **dragonscale**, which doesn't provide a strength level per piece (unlike tide guardian) and 3 of the four pieces have the same defense stats. For these reasons, most players will use 3/4 tide guardian + dragonscale chestplate to max out defense before using an endgame set like **Golem** or **Silver**. As I've said before, using underwater-arrows will allow you to kill serpents easier. You can get the shiny scales from sirens, but use earplugs when fighting them and watch out for serpents in the water.

## Enchanting

Enchantments are what makes good gear op. A flamed dragonbone nunchaku isn't completely overpowered without all of the enchantments that go with it. For now, get an enchantment table + the bookshelf required for lvl 30 enchants. For starters, gain lots of lapis and books for enchant sniping and rerolling. Also, if you go out exploring and come back with more than 30 levels, use **xp tomes** to break it up and use the levels more efficiently. Some enchantments you need to look out for:

- Protection IV: prioritize helmet and chestplate first.
- Unbreaking III: make sure to get this on all your pieces as armor tends to break extremely fast when in combat.
- Sharpness of any type: the mod So Many Enchantments adds a shitload of enchantments, and many vanilla ones now have weaker, stronger, or alternate versions. Sharpness has lesser, normal, advanced, and supreme. Each version is twice as powerful as the same tier of the version below it. Ex. Supreme 5 = 12 extra dmg, adv. 5 = 6, normal 5 = 3, lesser 5 = 1.5. Aim to get a decent level of normal or tier 5 lesser sharpness do get a bit of extra damage.
- Swifter Slashes: Increases attack speed and thus your dps
- Lifesteal II/Vampirism II: These provide healing when you damage something, and is absolutely necessary for midgame combat
- Education III/Adept III: Increases xp gain from mobs and is very handy for amplifying xp farms. Make sure the weapon you kill your farm mobs with has either of these enchantments.

- Agility/High Jump/Double Jump/Lightweight/Underwater Strider: These provide mobility benefits, and go on boots (aside from agility). High and double jump are self explanatory, agility increases movement speed, lightweight decreases fall damage (similar to feather falling), and underwater strider is a more powerful version of depth strider, but only works when completely submerged. Not required but recommended.
- Mending: You probably already know what this is, and why it is very important to you. Your armor breaks fast, even with unbreaking III, so getting mending on your armor will help a ton. Make sure (if you manage to find it) to only put it on pieces you plan on using for a while. Repairing tide guardian is quite difficult as serpents can still kill you at this stage

## Baubles

Now we're going to take a look at Baubles. These can be equipped by pressing the baubles button right to your player head in your inventory:



You have 7 slots:



Amulet, belt, head, body, charm and two rings. Some baubles can be placed into any slot and some have a specific place they can be placed. **Spectral Silt** is a major crafting component for some baubles, but most have to be discovered in POIs. Here are list of some common midgame baubles and their uses:

- Stone of the Sea: Triples your movement speed in water, provides water breathing, and removes the water vision blur. Requires a **Neptunium Ingot** which is a treasure drop from fishing.
- Potion rings: These give common potion effects when worn, and some are harder to obtain than others. Resistance and Regeneration rings are the best craftable ones but there is a whole slew of other potion rings that rarely appear in loot chests and don't show up in the JEI
- Cross Necklace: Increases the length of invincibility frames when you take damage. This drastically reduces the amount of damage you are able to take, and can save your life. This is more of an endgame bauble, but due to the recipe being fairly cheap, I'll put it here.
- Bezoar: Part of the **Ankh Shield** crafting tree, grants poison immunity, and a fairly common drop from cave spiders
- Vitamins: Also part of ankh shield recipe, this removes mining fatigue, allowing you to use two-handed weapons with a shield. It is a guaranteed drop from **Elder Guardians**, so search oceans using tide guardian and the stone of the sea to easily get this.
- Emerald Amulet/Ring: These provide no special buffs, but you can still use the modifier and quality of these for stat buffs.
- **Mimic** drops: Mimics are a whole other can of worms that get opened in lategame, but they are, as the stereotype suggests, chest monster. Any time a player opens a chest in the overworld (without pre-generated loot), there is a 1% chance that the chest will become a mimic and drop all of the items the chest held on the ground. Mimics will leap at players and attack them, and can only be damaged in their open mouth. They drop an entire arsenal of baubles, some of which are extremely useful, like the **Fire Gauntlet** and **Antidote Vessel**, among others. These are very difficult to get midgame, but if you get lucky you could get one or a few of these baubles.
- Balloon: Extends your jump height by three blocks, and is useful for mobility. Easy-ish crafting recipe as well.

## Reforging

Now we're going to get into **Reforging**. Almost every tool or armor can be reforged with a **reforge anvil**, to change the **quality** you might have seen already on items you

have crafted, You need the base material of whatever you are reforging to change the quality, and it's well worth it as quality can give some massive bonuses. All baubles can be reforged with nether stars, but since that is too expensive, use glowing ingots for baubles crafted with them, gold ingots for potion rings, and spectral silt for most others. Try to get good qualities on your items, where the word is either blue, aqua, or magenta and the stat text is blue. Bad qualities exist too, with red, black, or yellow text. The best weapon reforge is Legendary, the best for armor is Masterful, and there are three top-tier for baubles, Undying for health and survivability, Punishing for damage, and Arcane for magic. I would suggest undying all the way as you can hit the damage cap without punishing and the hearts are very useful.

Baubles also have a modifier on them, denoted in the name with things like “rash” or “strong”, and these apply extra stats. The other **reforging station** can change this modifier, and there are a few that have good use depending on what you like, but in general maxing out your baubles at this stage isn't required

## Taming

We're going to go more in depth to the mod [Lycanites Mobs](#) here, as the mobs from this pack have many different uses from summoning creatures to fight for you or taming a flying mount. All mobs can be found in your **Bestiary**, which by default is opened with the “B” key. Each mob belongs to a different category and each has its own quirks to it. Smaller mobs can be **summoned** with a **summoning staff**, and larger ones have to be tamed. You need level 2 knowledge of any creature to tame or summon it. Tamed mobs have their own **treats**, which also fill up the knowledge meter to 1000 xp. Filling up the knowledge meter requires the player to either kill lots of the mob, or use a **soulgazer** to instantly give 100 knowledge (200 if a colored variant, 5 min cooldown). In addition, **rideable mobs** require a saddle of their type. For example, dragons need dragon saddles, avians need avian saddles, reptiles need reptile saddles, etc. These saddles, however, have their own recipes that add onto a vanilla saddle. This wasn't the case up until 2.9, so the update makes getting a flying mount far more difficult. The easiest flying mount to get be far is either the **Roc** or **Raiko**, both are avians, the roc can be found spawning at night in grasslands, and raikos spawn on shorelines and over oceans. Their treats require **Ika** or **Silex** meat, both of which spawn in water quite frequently. Their saddles require **Troll Tusks** and **Troll Leather**. Trolls

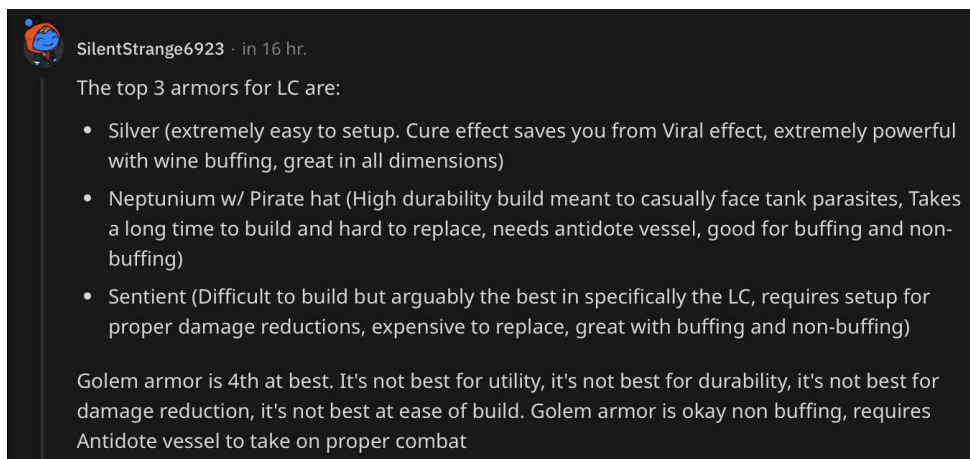
can be found underground and are easily spotted using [Xaero's Minimap](#) and [Xaero's Worldmap](#), if you are not opposed to adding mods of your own or the ones I listed at the beginning of the guide. Additionally, craft a **soulstone** to bind the flying mount to you, so that it can respawn if it dies, which it will probably do at some point. **Aegis** and **Nymphs** are quite useful to have as well if you make a summoning staff.

## Lategame

Now with all of your newfound power and prowess from your midgame looting, we now go into the longest grind of the modpack, getting to Endgame. The endpoint of combat progression in RLCraft is the **Lost Cities** dimension, a runed city overrun by incredibly overpowered **parasites** from the [Scape and Run: Parasites](#) mod. The parasite spawn rates in the Lost Cities is overwhelming, and the creatures have a ton of health and armor. Not only that, but some parasites can adapt to weapons, reducing the damage you deal to them quickly down until you cannot damage them at all. Pair this with their insane survivability, damage, and numbers, and the Lost Cities is the hardest part of RLCraft to survive. Period. Given this, it is still possible to survive, but requires a ton of preparation, namely armor and tools with maximum enchantments, an overpowered bauble setup, and **wine**.

## Important Items

- In order to survive the barrage of debuffs and attacks brought on by parasites, there are a few viable armor sets, and their explanation:



SilentStrange6923 · in 16 hr.

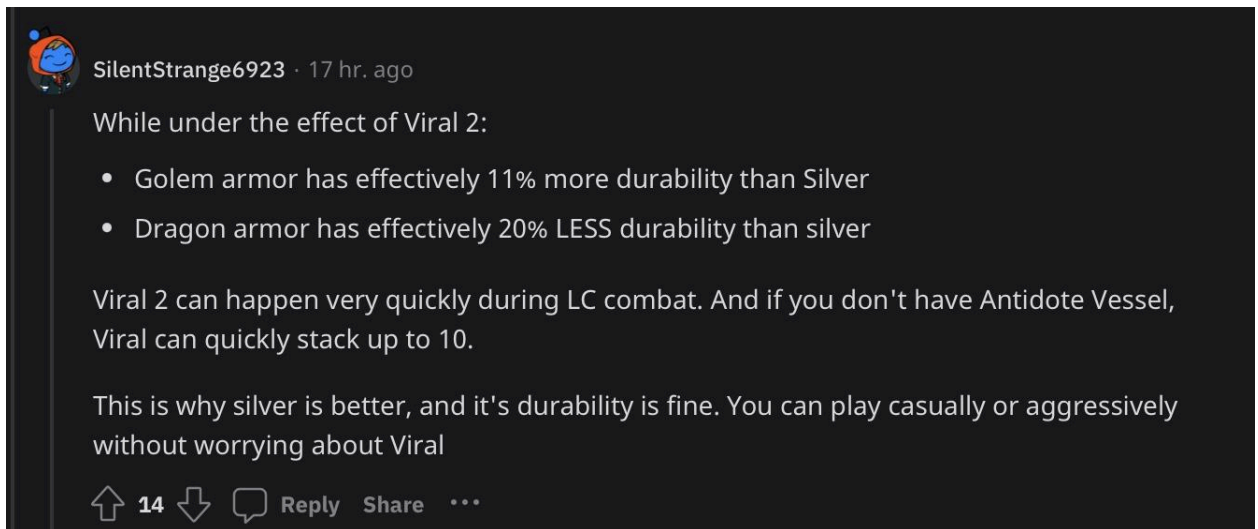
The top 3 armors for LC are:

- Silver (extremely easy to setup. Cure effect saves you from Viral effect, extremely powerful with wine buffing, great in all dimensions)
- Neptunium w/ Pirate hat (High durability build meant to casually face tank parasites, Takes a long time to build and hard to replace, needs antidote vessel, good for buffing and non-buffing)
- Sentient (Difficult to build but arguably the best in specifically the LC, requires setup for proper damage reductions, expensive to replace, great with buffing and non-buffing)

Golem armor is 4th at best. It's not best for utility, it's not best for durability, it's not best for damage reduction, it's not best at ease of build. Golem armor is okay non buffing, requires Antidote vessel to take on proper combat

Credit to u/SilentStrange6923 (you're great at giving helpful tips on reddit)

The reason the Neptunium/Pirate hat works is that the pirate hat, from Quark, has no durability; it's unbreakable, so don't worry about mending on your head, and Neptunium armor has some of the highest durability, (No, really, the chestplate has 1200 durability.) which makes it the only viable armor if you run with the pirate hat. Sentient armor requires you grind a ton of parasites already, so it's a pass for preparing for your first time. As the picture suggests, **silver** is by far the easiest, so I strongly recommend using it with wine. However, you might be thinking, "Hang on Muffin, Golem has the highest base toughness and armor, why is silver better than it?" The reason: the **Viral** effect. Parasites can give this to you, and each level increases your incoming damage by 100%. This can quickly stack to 10, meaning you receive 11x damage, shredding your armor to nothing and killing you. Cure is the only thing that can remove viral, and the **antidote vessel** must be used with any non-silver set. The vessel only limits the tier of debuffs to 2, so you will still take triple damage with any other set, requiring much, much more armor and armor toughness. More explanation:



(PS, dragonscale is trash for endgame, don't use it)

- The only viable weapon for the lost cities is the **dragonbone nunchaku**, as it is the only thing capable of getting to the hundreds of DPS required to kill parasites. The **flamed** variant deals extra fire damage, which parasites are perceptible to, and the **iced** variant slows parasites down. Using the iced nunchaku in tandem with fire aspect can give you both, so use the fire aspect spec if you use Iced.

- Waystones is a mod that allows easy and quick transportation across long distances, and can even work across dimensions, whereas recall potions and **magic mirrors** do not. **THERE IS NO WAY TO LEAVE THE LOST CITIES IF YOU DON'T HAVE ANOTHER PORTAL OR A WARP SCROLL/STONE.** I have seen far too many people enter the lost cities unprepared just for them to die immediately and become trapped in the dimension. If you die, you respawn at the place you warped in. You either have to scavenge the materials to craft another bed-portal to escape, bring one with you, or bring a **Warp Scroll** or **Waystone** with you. (The waystone recipe requires a nether star, but the wither is cake compared to the lost cities and should be an easy kill for you currently) This will let you leave without entering the overworld at worldspawn, which can be thousands of blocks away from your base. The warp stone requires you to find a crafting rune for the ender gem and ender talisman, which can be a grind to get.
- Other weapons that are useful are the dragonbone-strengthened longbow/crossbow, summoning staffs, and a dragonbone **Battleaxe**. This can let you deal extra damage with your off-hand. (Can be upgraded to the Sentient Greatcleaver later on)
- Flight is useful for attacking **Assimilated Ender Dragons** and **Parasite Bosses** (as well as looting highrises and attacking other flying parasites) which drop blood tears, which are used to craft the upgrade from living weapons to **sentient** weapons, the most powerful in the modpack (I'm talking 20 base damage). The potion of wings can be brewed with **pixie dust** from Familiar Fauna, NOT Ice and Fire. Pixies can be found in flower forest biomes. Changing your **Race** by using a **Race Transformation Potion** can also be viable for different bauble setups (more on that later), but the **Dragon** and **Fairy** races both give flight.

## Endgame Enchanting

Here are a few beautifully drawn guides to applying the maximum enchantments to your items:



Armor Enchanting Guide		XP (Lvl)		XP (Lvl)
Disc: @SilentStrange YT: @SilentStranger49			Gray box = on one book	
Respiration III + Mending	Combine all books Then add to Armor	2	Helmet + Adv Prot IV	16
Unb. III + Aqua Affinity		2	Helmet + Respiration III Mending	10
Unb. III + Mending		2	Helmet + Unb. III Aqua Affinity	9
Unb. III + Mending		2	Chest + Str. Vit. V	20
			Chest + Adv Prot IV	17
			Chest + Unb. III Mending	9
Agility II + Mending		2	Legging + Adv Prot IV	16
Unb. III + Evasion		2	Legging + Agility II Mending	8
			Legging + Unb. III Evasion	9
Light Weight III + Depth Strider III		6	Boots + Adv Prot IV	16
Double Jump + High Jump II		4	Boots + Light Weight III Depth Strider III	14
Unb. III + Mending		2	Boots + Doubl Jump High Jump II	19
Double Jump High Jump II + Unb. III Mending		7		

Graphical Guide with small optimization by:		XP cost : Lvl		XP cost : Lvl
Disc: @SilentStrange   YT: @SilentStranger49			Gray box = on one book	
Rune P.C. IV + Clearsky VI	Combine These Books Then add to weapon	12	Weapon + Sup Sharp V	20
Ash Dest. V + Adept III		6	Weapon + Rune P.C. IV Clearsky VI	30
Vamp II + Lifesteal II		4	Weapon + Ash Dest. V Adept III Lifesteal II	30
Ash Dest. V Adept III + Vamp II Lifesteal II		10	Weapon + Sup Fire II Purgung V	30
Sup Fire II + Purgung V		5	Weapon + Curse Poss. Upgrade Pot.	10
Curse Poss. + Unb. III		3	Weapon + Swifter Slash V	20
Sup Fire II Purgung V + Curse Poss. Unb. III		9	Weapon + Adv. Loot III Sub. Eng. IV	22
Adv. Loot III + Sub. Eng. IV		8	Weapon + Arc Slash III Combo III	30
Arc Slash III + Combo III		6	Weapon + Atomic Decon. II Parry	30
Atomic Decon. II + Parry		2	Weapon + Viper V Envenomed III	30
Arc Slash III Combo III + Atomic Decon. II Parry		8		
Viper V + Envenomed III		6		
Viper V Envenomed III + Adv. Mending		5		

Bow Enchanting Guide		XP (Lvl)		XP (Lvl)
Disc: @SilentStrange YT: @SilentStranger49			Gray box = on one book	
Rune Arrow IV + Adept III	Combine These Books Then add to weapon	6	Weapon + Adv Power V	20
Adv. Mending + Sup. Flame		4	Weapon + Rune Arrow IV Adept III	24
Curse Poss. + Multishot IV		4	Weapon + Adv Mending Sup. Flame	22
Adv. Mending Sup. Flame + Curse Poss. Multishot IV		10	Weapon + Curse Poss. Multishot IV	30
Strafe IV + Rapid Fire II		4	Weapon + Strafe IV Rapid Fire II	30
Strafe IV Rapid Fire II + Range		3		
Unb. III + Arrow Rec. III		3		
Strafe IV Rapid Fire II + Unb. III Arrow Rec. III		10		

Credit to SilentStrange and Nischi for making these masterpieces.

Finding these enchantments can be tricky, but there are a few ways to get them. For one, if you are not against the idea of adding mods to speed up the super long grinds to get to the more engaging parts, then the mod Enchanting Plus allows you to get every non-treasure enchantment, guaranteed from an upgraded enchanting table.

- However, if you don't want to edit the pack much and you have a roc or raiko, then know that these mounts can **pick up** other mobs. This makes moving mobs around for farms far, far easier. The first way to get max enchantments is with a **Whitecoat Farm**. If you've ever explored a village, and found a whitecoat villager, you probably got your hopes up because there could be a super power enchantment for sale, only to see that the villager is a cartographer, then hate no more! for you can breed whitecoats together to guarantee more whitecoats, and you can also zombify and cure them to **reset their profession and trades**. This means you can reroll whitecoats over and over to get all of the enchantments you need. [This](#) is a good design I found for rerolling whitecoats. Note that the Purification enchantment can cure zombie villagers, so put it on a weak weapon, like a gold dagger with a decreased damage curse on it. You can also have a weakness effect and put instant damage on your weapon to heal the undead villager, and undead types heal from instant damage. This will let you hit the villager enough times to cure it without damaging it too much. The dagger being golden means it already has low damage and you don't need mending.
- **Book Wyrms** are another way to extract good enchantments. Found in Defiled Lands biomes, these guys can eat books and spit out enchanted ones. The more it eats, the better books you can get. A full explanation of wurm mechanics can be found here: Book wyrms, however, have a variant which is far more useful, the **Golden Book Wurm**. The golden scales these guys drop can be used to craft the **Disenchantment Table**, which can take off the top enchantment from an item and place it on a book, but this destroys the item. Golden wyrms also can digest books to get **treasure enchantments**, of which mending is the only useful one, because who uses frost walker. Wyrms can be mass bred with AOE Love arrows, or foul candy to get golden ones. Be warned, it can be quite difficult to get a golden one to spawn.
- Getting lots of enchanted stone tools from the treasure hunting perk from Level Up!, can give you a few valuable enchantments, such as **mending**, which is the only thing keeping your gear from breaking. I would recommend using normal instead of advanced mending, as the normal variant will give the durability back to whichever item has the least of it. Advanced does not do this, it is still

random like vanilla, so you run the risk of breaking your armor and dying if you use advanced mending on your armor.

- If you can find them, **Ancient Tome**, are a great help. Most are useless, as they only buff the level of vanilla enchantments by one, and most have better modded variants anyway, but the only that doesn't, and is still very much needed, is the **Unbreaking III** ancient tome, which can give another level of unbreaking, which helps since clean silver armor is practically paper to parasites.

## Endgame Bauble Setup

A different reddit user, u/Lyseco , made this guide for bauble setups:

**2.9.2 Bauble Cheat Sheet**

Amulet: **Cross Necklace**/**Wrath Pendant**\*/**Gluttony Pendant**  
Head: **Ice Dragon's Eye**/**Fine Dragon's Eye**\*\*  
Rings: **Resistance**\*/**Faelis Claw**/**Fine Gauntlet**  
Chest: **Shield of Honour**\*  
Belt: **Antidote Vessel**\*\*\*  
Others: **Poison Stone**, **Broken Heart**, **Ankh Shield**\*\*\*\*

Race: **Dragon**/**Faelis**  
Quality: **Undying**  
Modifier: **Armoured**

\* Not needed with wine  
\*\* Not needed while dragon form  
\*\*\* Not needed with silver  
\*\*\*\* Required to bypass attack speed debuff from holding item in off hand while using two-handed weapons

Examples:

<b>Golden – With Wine</b> <b>Cross Necklace</b> Faelis Claw Fine Gauntlet <b>Poison Stone</b> <b>Fine Dragon's Eye</b> Ankh Shield Broken Heart Race: Human	<b>Silver – No Wine</b> <b>Wrath Pendant</b> <b>Ring of Resistance</b> <b>Ring of Resistance</b> <b>Poison Stone</b> <b>Ice Dragon's Eye</b> <b>Shield of Honour</b> Broken Heart Race: Dragon
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**Silver – With Wine**  
**Cross Necklace**  
Faelis Claw  
Fine Gauntlet  
**Poison Stone**  
**Fine Dragon's Eye**  
Ankh Shield  
Broken Heart  
Race: **Faelis**

Disclaimer! The Poison Stone doesn't affect parasites as they are immune to poison. Consider switching it out for anything else if going into lost cities as its only effect against parasites is the bauble quality.

The Ankh Shield prevents negative effects from wine.

For any questions, ping me in discord @Lyseco

It is for 2.9.2, but the baubles haven't changed so it still works

Those examples are not the only ones that work, but try to balance utility with survivability when choosing a setup.

There are few baubles here that need explaining though:

- The **Ankh Shield** (there we go!) is easily one of the most useful baubles, as it negates every single vanilla debuff. Period. There is a bit of a step to getting it, so bear with me here. The shield is made with combining an **Obsidian Shield** with the **Ankh Charm** in an anvil. The obsidian shield is made from the **Obsidian Skull** + the **Cobalt Shield** in an anvil. The skull is crafted and provides immunity to being on fire and reduced damage in fire and lava. The cobalt shield can be found in loot chests and negates knockback. This is the Ankh Charm recipe:



In the top slot is the **Sunglasses**, craftable or found in loot chests, and this negates blindness. The left slot is the **Forbidden Fruit** which is a rare drop from **Husks** and negates hunger. On the other side is the **Ring of Overclocking**, which is a **Shulker Heart** + **Ring of Free Action** in an anvil. (The ring of OC itself removes the slowness from cobwebs but the ankh charm doesn't. Not sure why.) The heart is a rare drop from **Shulkers** and prevents levitation, and the ring is a drop from **Strays** and prevents slowness. The bottom slot are **Vitamins** which are a guaranteed drop from **Elder Guardians** and prevent mining fatigue. The center slot is a **Mixed Color Scale**, and is crafted from the **Black Dragon Scale** + a **Bezoar** in an anvil. The bezoar is a common drop from **Cave Spiders** and prevents poison. The scale is crafted from a nether star, a wither drop; an ender dragon scale, an ender dragon drop; and a **Cracked Black Dragon Scale**, which is an ender dragon scale surrounded by **Spectral Silt**. It can also be found as loot. The black dragon scale gives wither immunity. All of these together grants a plethora of immunities to debuffs, so it is well worth the grind.

- The **Broken Heart** acts somewhat like a **Totem of Undying**, where it prevents you dying once. I also recommend you just bring totems with you in general as

it's another item you can hold in your offhand to get an **Undying** quality. (Extra HP)

- The **Cross Necklace** increases your immunity frames. Let me explain if you don't know: I-frames are the few frames directly after you take damage, and you are immune to damage during these. This sets a hard cap on the amount of dps you are capable of taking, so increasing these lowers this amount. This is great, especially for the Lost Cities as parasites have very high dps. Decreasing this in any way possible can give you a longer-laster LC run.
- The **Shield of Honor** is an item that provides Resistance, so it can be used in tandem with potion rings to get a few **resistance** levels without wine or buffs. It requires a dragon egg though, so either fight the ender dragon (easier but you lose the egg as a trophy) or find a **Dragon Nest**. These rarely spawn deep underground and contain a tier 4 or 5 dragon in them. These guys are pretty hard to kill without god gear, so be careful. If you are lucky enough to get a tier 5 or female dragon (hopefully both), then you get two eggs, one to make the shield and one to make a pet, and the tier 5 skull, which crafts the **Dragon's Eye**. I don't believe there is any difference between males and females in the version of Ice and Fire in RLCraft, but in later versions, males will have patterns on their wings that females don't. Only females drop eggs.
- The **Dragon's Eye** is one of the most RLCraft-y things I can think of. Since 2.9, it requires a tier 5 dragon skull as I mentioned before, and is a pretty useful item. It provides night vision, and the ability to seek out ores and chests through blocks. There are two variants, ice and fire. Each type gives fire/ice resistance and immunity to hyper/hypothermia. Ice nests can be much harder to find, but the **dragon gem** (I'll get to that later) only provides the bonuses of the fire eye, so getting an ice one with the gem can make you permanently immune to temperature.
- There are a few **Mimic** baubles worth getting, namely the **Fire Gauntlet**, which is a combination of three other baubles, the **power glove**, **feral claws**, and **molten stone**. It provides more attack speed, more attack damage, and fire attacks. The **Antidote Vessel** is another item that I've mentioned that you could get lucky with.
- The **Wrath Pendant** is one of the most endgame baubles, granting the **sinful** buff when dealing critical hits. Sinful increases your armor and damage, and is

very powerful at higher tiers. However, this bauble is EXTREMELY difficult to get, as it has two sources: the **Shivaxi Monument** and **Amalgalich**. The monument:



Is the rarest structure in the game, only spawning in 0.002% of frozen biomes, (Correct me if I'm wrong) and it is only in the monument 33% of the time.

Amalgalich requires you to be in the LC already, so it's best to not try to do a no-wine silver setup on your first try.

- The **Poison Stone** makes you deal extra damage to enemies with poison, unfortunately, parasites are immune to poison, so don't add it to your LC setup. Outside of the LC it is perfectly fine.
- In addition, baubles are quite a bit annoying to reforge. As I've mentioned before, baubles require all sorts of items to reforge. Some, like the stone of the sea and dragon's eye, require glowing ingots to reforge. These can be hard to get, but silver is in surplus in ice dragon nests. Potion rings are reforged with gold, and totems can be reforged with emeralds. The Ankh shield is reforged with obsidian and all mimic baubles + a few other obscure baubles like the broken heart are reforged with **spectral silt**. Everything (including tools) can be reforged with nether stars, but these can be hard to find in surplus until you can comfortably grind the uncommon variants of the Lycanites bosses, which drop several stars on death.

- Silt can be hard to find, but you can craft a few baubles with a **disintegration tablet** to reduce it to silt. The only craftable ones require silt, so a few items that are easy(ish) to find in abundance are: bezoars from battletowers, vitamins (you can get three per monument), flare ammo, and **rainbow runes**. You might have seen runes before, but they appear in loot chests and change the enchantment glint on enchanted items. They can also be crafted with **cave crystal** which, as suggested, appears in caves. The rainbow rune can be turned into silt, and you can get 8 per craft. The colors are: red, orange, yellow, lime, aqua, blue, magenta, and white. Finding cave crystals can be tricky, especially if you explore caves because of **spectres**. These guys look like a ghost player with a mostly transparent skin and two glowing yellow eyes. They spawn in caves in the dark and apply a random curse to one of your items if you get hit by them. I'd advise to stay far away from them, as the only way to remove them is with either the **curse break** enchantment or potion.

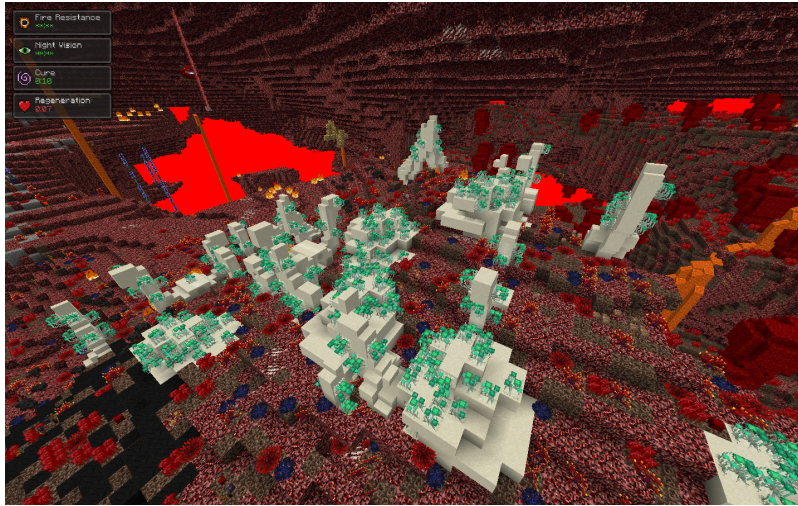
## Bufs and Wine

Ahh, wine. Very, very useful to make yourself practically unkillable outside of the lost cities. Before I get to that, there are a few effects that are required to survive, mainly **Resistance**. As I've said, even in a no-wine setup, you still need baubles to give your Resistance III, for the damage of parasites is nuts and there is no way to survive without extreme damage reduction. These are the effects that you need, what they do, and how to get them for the lost cities:

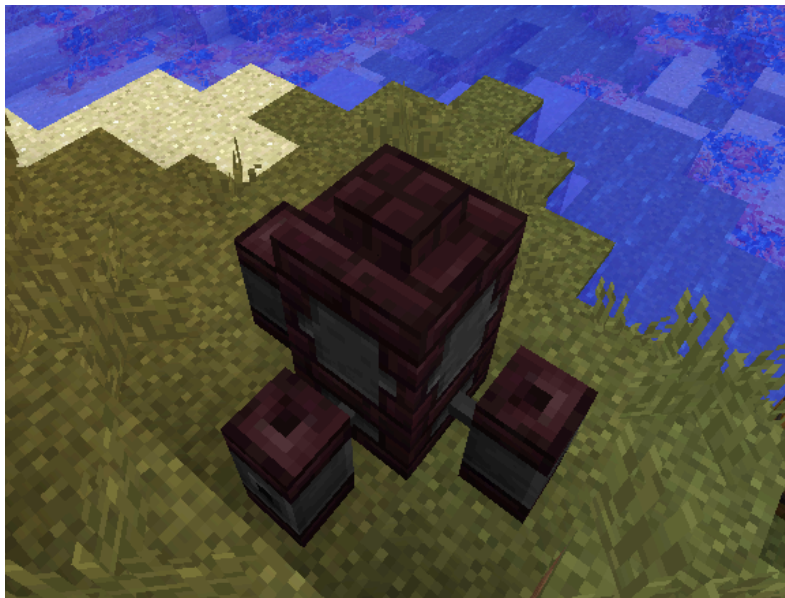
Effect	Effect	Source	Recipe
Strength	Increased Damage	Battle Burrito	Pinky Meat
Resistance	Damage Reduction	Battle Burrito	Bobeko Meat
Absorption	Extra Golden Hearts	Battle Burrito	Maka Meat
Regeneration	Passive Healing	Battle Burrito	Aspid Meat
Rejuvenation	Decay Immunity/More Healing	Battle Burrito	Arisaur Meat
Diamond Skin	Increased Armor Durability	Potion of Diamond Skin	Diamond Block + Thick potion
Iron Skin	Increased Armor	Potion of Iron Skin	Dragon Flesh + Thick potion
The other Iron Skin	Increased Armor/Durability	Elixir of Iron Skin	Leather + Clay + Ironberries
Luck	Better Loot	Potion of Luck	Tropical Fish + Awkward Potion
Flight	Creative Flight	Potion of Wings	<u>Familiar Fauna</u> Pixie Dust + Awkward potion

Note that these are not all of the effects you might want to have, but, in my opinion, are certainly the ones that help the most. For the materials, **Pinkies** are found in the

Nether and End, **Bobekos** are found in cold mountains, **Makas** are found in savannahs and plains, **Aspids** are found in Defiled biomes and swamps, and **Arisaurs** are found in forests. Thick potions require **Bone Mushroom Spores**, which grow on these bone structures in the Nether:



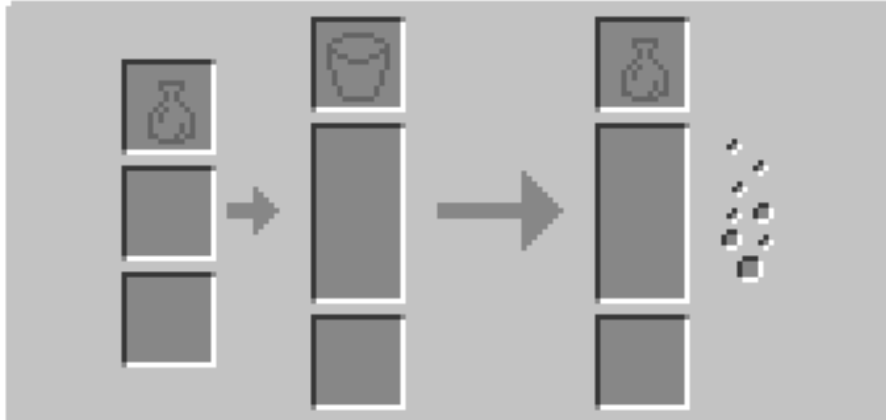
The elixir of iron skin requires the **Alchemy setup** from the mod Rustic. To do alchemy, you need three advanced alchemic **retorts** and one advanced alchemic **condenser**. Place the retorts down in such a way that they connect to the condenser as such:



Then you need water and coal to fuel it, then place the items in to brew the elixir. Rustic's iron skin is different from Potion Core's iron skin, so you can use both at once. Don't bother with getting the additional nature items from Rustic to buff the elixir, as you will use **wine** to buff these.



Wine is added the mod Rustic, and it allows you to brew various alcoholic drinks, each of which give different effects. The only three you need to worry about are **grape**, **wildberry**, and **Iron** wine. Grapes can be found in village vineyards, wildberries are found in bushes in forests, and ironberries drop from ironwood trees. All three can be “farmed” so it might be a good idea if you plan on making a lot of wine. Grape wine increases the duration of potion effects, wildberry increases the tier of potion effects, and iron wine gives you absorption hearts. Drinking any wine will give you the **inebriated** effect, which does nothing on its own but higher tiers will give you blindness and nausea effects, among others. You need the ankh shield to remove these, but if you don’t have it yet, then use **netherwart stew** as an alternative, as it purges negative effects. In order to make wine, you need a **crushing tub** and **brewing barrel** (farming requirement 18) Place the fruits in the tub and jump on them. This will squash the fruit, turning it into juice. Each tub holds 8 buckets of juice, and it takes 4 fruits to make a bucket, so only a half stack can be juiced at a time. When you obtain the juice, you then need to **ferment** it with the brewing barrel. The brewing barrel GUI looks like this:



Place the bucket of juice in the middle to start the brewing process. When finished, the result will give you a bottle of wine of a random **quality**. This is where you need to improve the quality of wines to make them more useful. With a new bottle of wine, you can place it in the first slot to give a chance to improve the quality of the next batch you make with a new bucket of juice. For this reason, make wine one at a time until you get to 1.0 quality wine, then make them in batches of eight. Every new batch that gets boosted with wine, the quality can either go down by 0.01, stay the same, or increase by 0.01-0.04. Also, when making your first batch, throw out or drink wines with a low

quality, and aim to start with around 0.60+ quality. Wines with qualities below 0.50 will give negative effects when drunk. This process takes a long time to complete, but it is well worth it for having maxed out effects that last for 20 minutes or more will do you great good when battling parasites and looting buildings. Bring lots of wine, burritos, and potions with you to replenish your effects if they start to run out. Also, if you get lucky enough to drop a drinking hat from a mimic, then you can use that to speed up wine consumption.

## The End and Nether

I've kind of been putting these off, but here they are: the other two dimensions other than the Lost Cities and the overworld. There is quite a bit of content here. For starters, the Nether contains **cinnasite**, a key component of **steel**, which is required to reforge golem armor. The Nether is also a good source of wither skeleton skulls for nether stars. **Nether Stars** are a principle endgame item, as a few of the later crafts require them. Like **soulkeys**, which spawn Lycanites bosses and minibosses, and **waystones**, which can let you have one in your base. And in other dimensions. The nether has many dungeons with loot and in general can be a great source of blaze powder, glowstone, and quartz. There also is a large danger factor to the nether, as lots of hell-themed Lycanites spawn here, much of them from Doom. Among these are Behemoths, Belphegors, Cacodemons, Pinkies, Wraiths, Vorachs, Astaroths and the worst of them all, Trites. These guys all can swarm and deal a ton of damage, and the Trites also spawn in big groups from killing Astaroths so be prepared to the max before entering. Bring lots of water, heat resistance, and another portal to get out if you get lost if your portal breaks.

The **End** also has much to do and much to kill. You can find Moloch Pinkies, Void Trites, and Void Astaroths, the End versions of their Nether counterparts, along with Geists everywhere. Y'know, the mobs that sometimes spawn from killing things and places purple fire on death? Yes, those. You can sometimes find Argi and Lycanites Spectres flying about, and not to mention Wraamons which also provide instability and throw you around. I would suggest placing a waystone near the spawn platform, as once you kill the dragon (easier than Ice and Fire dragons by far) the normal portal back to the overworld will return you to worldspawn, near 0,0, and will put you back at 3 hearts per body part. Use the waystone to get back to your base with your health intact. The

**end isles** are where the real loot is. End cities have elytra, lots of enchanted items you could potentially get good enchantments off of, shulkers for **shulker boxes**, and crafting runes for golem armor and the various forgotten talismans/tools. Mining the towers with an obsidian smasher or diamond pickaxe can give you lots of obsidian, a staple for spawning Lycanites bosses and minibosses.

## Endgame

If you got here in a world, congrats, you are now ready for **Endgame**, which is just the Lost Cities and the Lycanites bosses, Rahovart, Asmodeus, and Amalgalich, but more on them later. The lost cities hold many treasures, like **race rings**, crafting runes, and mana crystals, and of course parasite materials, which makes some of the strongest weapons known to the playerkind. Here we go!

### The Lost Cities

**MAKE SURE you are prepared before entering! I don't want to see anyone stupidly die to the parasites thinking dragonscale is enough. You might rage quit if you go in and die, so BE PREPARED.**

To enter the lost cities, as the quest book might have already shown you, you need to build the portal. The portal consists of two **Cinnacite Lanterns**, 6 skeleton skulls (or any mob head), and a bed. Sleeping on it will transport you to the Cities, where your adventure awaits. Upon arriving, get into a building and dig down as far as possible. Place your waystone, then drink your potions, eat your burrito, then boost with wildberry and extend with grape. Keep grape wine in your hotbar because the effects have a limit of 5 minutes, so you need to constantly replenish it. Bring at least three stacks of wildberry wine and ten of grape. Then, its time start slashing the fuck out of parasites and looting the fuck out of buildings.

Remember, parasites have a lot of health and armor, but some **adapted** parasites can also **adapt**, where they will become resistant and then immune to damage types. While you attack them, they will start flashing green, indicating they are adapting. When they turn purple, and flash purple when you hit them, it means you haven't

killed them fast enough and they now cannot be damaged by that weapon. Stay mainly inside buildings and loot each floor at a time, moving to a new building by rooftops. Avoid being in the open to prevent swarming, break spawners, and by god DO NOT FORGET TO REPLENISH YOUR RESISTANCE. It's the only thing preventing your armor from breaking, as crazy as that sounds, you need the automatic 60% damage reduction to have any hope of mending doing its job. The parasites drop materials which can craft the **living** and **sentient** weapons from Scape and Run, so be sure to collect as much as possible and bring shulker boxes to store your loot. From buildings, you are ideally looking for **race rings**, which change your race and give special effects. Here is a chart of the races and their effects:

Race	Fairy	Elf	Titan	Dwarf
Effects	<b>25% Human Size</b> <b>-75% Attack Damage</b> <b>-75% Health</b> <b>-50% Armor</b> <b>-25% Armor Toughness</b> <b>-25% Swim Speed</b> <b>-25% Jump Height</b> <b>-0.35 Step Height</b> <b>-50% Reach Distance</b> +2 Luck Can climb walls Fall damage immunity Creative flight	<b>100% Human Size</b> <b>-25% attack damage</b> Can activate a power shot while sneaking with a bow Extra speed in forests Extra attack speed in forests	<b>300% Human Size</b> <b>Sinks in water</b> <b>Tramples plants</b> <b>-50% attack speed</b> +100% Attack Damage +100% Health +75% Knockback Resistance +25% Movement Speed +75% Jump Height +1.4 Step Height Mines in a 3x3x3 Area	<b>75% Human Size</b> <b>-25% Attack Speed</b> <b>-25% Health</b> <b>-10% Movement Speed</b> +10% Attack Damage +25% Armor Toughness +0.25 Knockback Resistance Exp drops from certain blocks mined Constant mining speed for all blocks
Race	Goblin	Dragon	Faelis	Human
Effects	<b>50% Human Size</b> <b>-25% Attack Damage</b> <b>-50% Health</b> +20% Movement Speed +1 Luck +10% Swim Speed +20% Jump Height Can mount tamed wolves and you gain Strength + Regen when mounted Minor Explosion and Fire Resistance Creepers ignore you	<b>120% Human Size</b> <b>-25% Swim Speed</b> <b>Limited flight</b> Night Vision Fire Resistance Can search for any ore or chest +25% Attack Damage +25% Health +50% Armor Toughness	<b>85% Human Size</b> <b>Movement Penalty when wearing Heavy Armor*</b> +50% Attack Speed +25% Movement Speed +50% Swim Speed +60% Jump Height Increased damage with bare fist Buff when drinking milk	<b>100% Human Size</b> <b>Nothing else ㄟ(ツ)_/</b>

\*Each armor set has a new weight factor that shows how “heavy” it is. Heavier armors slow more. Ex: Silver has a weight stat of 0.03 and gold has 0.2.

The two best (in general, but play with the ones you’ve got), are **Faelis** and **Dragon**.

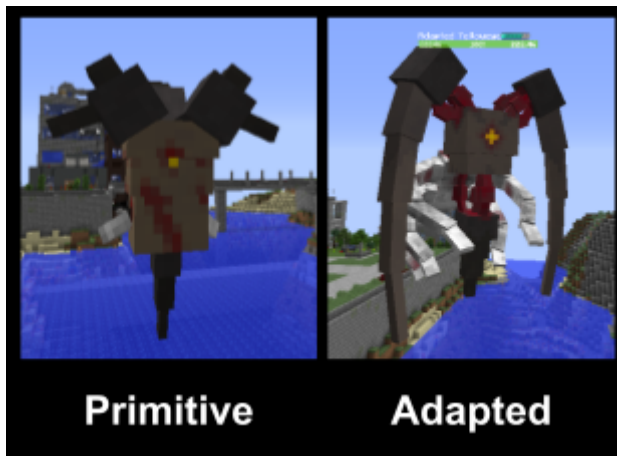
In any loot chests, you can also find **pixie dust**, **mana candy**, and **mana crystals**. Pixie dust, as I mentioned before, allows you to get flight potions if you can’t find a flight race ring. Mana candy and crystals give you more mana, which is used to activate the

race rings' effects, but are really expensive. A candy is a glowing ingot and a crystal is thirteen ingots. It's great if you can find these, because then you can increase your max mana from crystals and allow you to use the race's abilities for longer. Now onto the parasites' weapons. There are two varieties, living and sentient. The sentient weapons and armor is just the living crafted with a **sentient core**, and the living items are crafted with mob parts and **living cores**.

There are five weapons, the scythe, cleaver, axe, sword, and bow. There is a variety of materials required, so I'm going to list them:

- Hardened Bone Handle – used as the handles of weapons: 3 yelloweye bones + 3 infected flesh
- Infectious blade fragment – used as the blades of weapons: 2 reeker fangs + 2 infected flesh
- Vile shell - used as a part of weapons and the main component of armor: 2 longarms armor fragments + 2 infected flesh
- Altered tendons – used for the living bow bowstring: 2 strange bones + 2 infected flesh
- Living core – used in all recipes to make it “living”: 1 manducater orb + 1 summoner core + 2 infected flesh
- Sentient core – used to turn living items to sentient items: 8 blood tears + 1 living core

Yelloweye bones come from Yelloweyes:



Reeker fangs come from Reekers:



Longarm armor fragments come from Longarms:



Summoner cores come from Summoners:



Manducator orbs come from Manducaters:



Strange bones come from all primitive and adapted parasites, and the Thrall:



Blood tears are dropped by the Parasite Bosses:



Infected flesh is dropped by everything

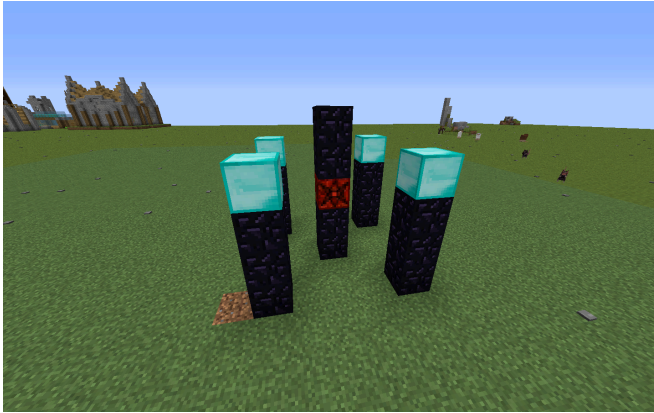
Its a bit of a grind to get all of this, and will require multiple trips in and out of the LC to obtain it all, but once you do, there are really only three items you need, the cleaver, scythe, and bow. These are the best weapons in the game (cleaver is roughly as good as nunchaku), because of their effects. All 5 of the weapons have special effects, but the sword and axe effects are ass compared to the other three. The axe applies **corrosion**, which decreases the armor of the entity, but you shred through every mobs' armor anyway so you really only get the base attack damage. The same with the sword, as it applies **bleeding** which slowly damages over time. Not useful for combat that goes by rapidly. The cleaver however, provides **viral**, which, as I said before, massively multiplies incoming damage when an entity has this effect. This gives the cleaver almost the same dps as maxed nunchaku. The scythe has a massive attack range, which is extremely good for crowd control. (No, really, you can hit things in like a 8 block radius, even behind you) The bow increases in power the longer it is held back, so you can ramp up damage a ton and shred anything in a bowfight.

## The Final Bosses of RLcraft

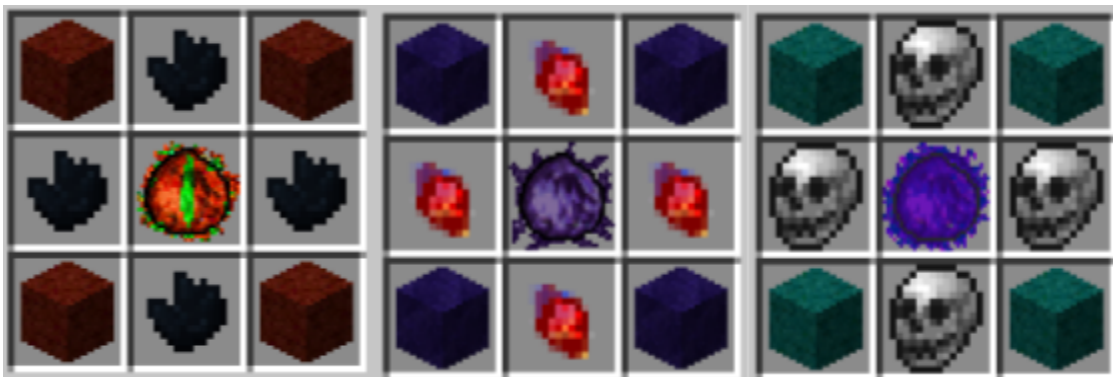
Well now, we've reached the end goal of RLCraft from a combat perspective. Defeating the bosses of RLCraft. There are four in total (ten if you count the uncommon variants), and they are: the Ender Dragon, **Rahovart**, **Asmodeus**, and **Amalgalich**. The Ender Dragon should be long gone by now, but the other three are the main point of the game. To spawn them in, you need to build a **spawning altar** in their respective



dimension and then use a **soulkey** on the **soulcube** to spawn the boss. The altar looks like this:

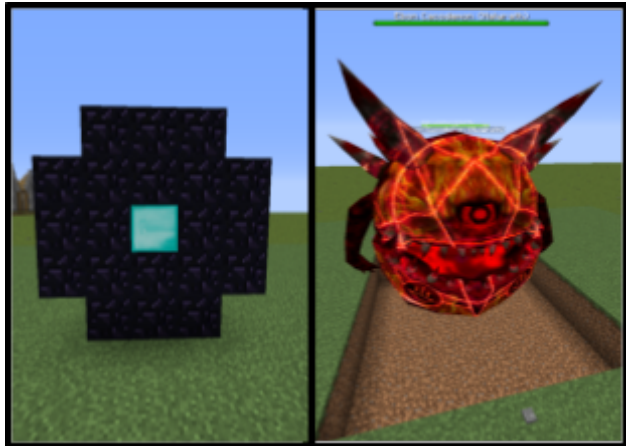


It requires 16 obsidian, 4 diamond blocks, and a soulcube of the respective type, demon, aberrant, and undead. As you might have guessed, Rahovart goes with the demon soulcube in the Nether, Asmodeus with the aberrant in the End Isles, and Amalgalich with undead in the Lost Cities. Here are the three soulcube recipes:

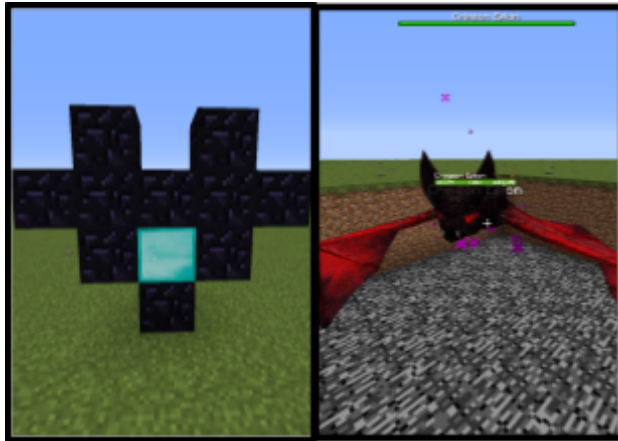


The black quartz-looking items are **ender biotite**, a fairly common ore in the End. The other two special items are the **demonic heart**, dropped from Rahovart and the **corrupted skull**, dropped from Asmodeus. The colored blocks are the **stone** types of each, requiring cobble, nether wart, endstone, and obsidian. The soulstones are of course, demon, aberration and undead, and you can either defeat the minibosses at the end of select Lycanites **dungeons** to get the soulstones, or you can summon the more powerful minibosses directly. These do not require a soulcube, but a unique altar that, when the diamond block is right-clicked with a soulkey, the miniboss will spawn.

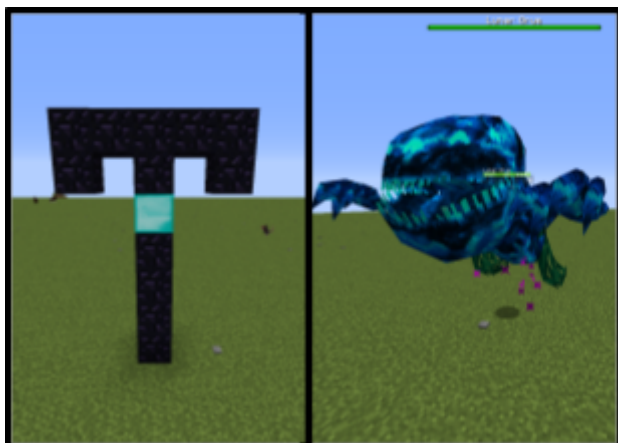
You get the demon soulstone from the **Ebon Cacodeemon**:



The aberrant soulstone from the **Crimson Epion**:



And the undead soulstone from the **Lunar Grue**:



The soulkeys also have three variants, normal, diamond, and emerald, and the latter two summon the uncommon variants of the bosses and minibosses, with double hp and more damage (the minions are also the same uncommon variety if you fight an uncommon boss). These are the hardest single mobs to kill in RLCraft so don't fight the big guys until you're confident. All of these guys drop a shit ton of xp, more than enough to give you twenty to thirty levels even if you're above a hundred, so don't worry about xp farms or breaking spawners again! In addition, here are some tips for the big three:

- All three have three stages, at each of which they will spawn helper mobs that will aid the boss in some way. Kill these and damage the boss to proceed to the next stages.
- For Rahovart:



Spawn near the nether roof so you can gain easy access to it for future Rahovart kills.

He fires hellfireball charges, which don't go far so you can bow him from a distance if you like. His minions have green flames circling their heads, and they start with zero and slowly increase in number until they reach four, at which point Rahovart will gain one. When Rahovart gains enough, he will send out a wave of green energy all around that purges all buffs that the player has, so you must kill the minions first. His weak ranged attack means you can melee him pretty easily. Just circle around him, hitting him while taking out the minions as they spawn. Phase 1 minions won't have the circling fire. Phase 2 will circle around Belphegors and phase 3 will spawn and circle around Behemoths. Trites also spawn quite abundantly in the arena. On death, he drops nether stars,

diamonds, demonstone blocks, hellfireball and doomfireball charges, heart crystal sharts, a wraith sigil and demonic hearts.

- For Asmodeus:



He is a gigantic Astaroth that has a machine gun attached to his underside. He has a 360 degree devilstar charge attack and laser bullets that fire from the machine gun. Use the pillars for cover when he is firing, but beware, as he will jump around the arena to attack the opposite side of the pillar. His phase 1 will just be a normal fight sequence, so get an overpowered bow or crossbow to attack then duck behind the pillars when he shoots back. When he reaches phase 2, he will spawn 2 big Astaroths and gain a shield. The Astaroths must be killed to lower the shield, but they summon a ton of Trites on death. Phase three will do the same, but will additionally spawn **Grells** that will fire upon you, and their acid glob charges reduce your max hp a ton, turning you into a glass cannon. They do not need to be killed to drop his shield, but get in the way quite easily. You can find Void Trites and Astaroths in the arena, along with Moloch Pinkies. He drops similar stuff to Rahovart, just aberrantstone blocks, aberration soulstones, different charges, and corrupted skulls, which craft the undead soulcube. He also spawns about thirty Trites so be warned: it will piss you off.

- Amalgalich:



Is also primarily a bow fight, because of his sucking mechanic. (*ha-ha*). He can only be spawned in the Lost cities, which means the arena will be a parasite-spawning machine. You will get swarmed quite easily, so make sure you can deal with crowds. In the actual fight, there are again, three phases. At any time, Amalgalich will use **Consumption**, his ability where he stoops to the ground and starts sucking any entity to the spot below him. Any creature unlucky enough to find itself underneath Amalgalich will die instantly regardless of health or armor. To survive this, bring a grappling hook to plant yourself down or use ender pearls to constantly teleport away. DO NOT JUMP when he is using Consumption, as you will get pulled much faster and you could die. In phase 1, Amalgalich will spawn **Reapers** and throw large spectral bolt charges at you. If Amalgalich sucks in and eats a minion, he will heal, so kill minions as fast as possible. In phase 2, Amalgalich spawns **Epions** and **Geists**. If the geists live too long, they will grow and then explode into huge patches of shadowfire, Killing an epion when its above the shadowfire will remove it. In the third and final phase, he will throw lots of **Darklings** around, so kill them before he eats them and heals, and then finish Amalgalich off. He drops the same versions of the boss drops in Undead variants, but will also drop a **Wrath Pendant**, which gives you the sinful buff (more damage and armor) when you attack things, which is often. It is one of the most powerful baubles as I said before, and anyone who obtains it is a true RLCraft legend.

## Conclusion

Congratulations! If you're here you either skipped to the end (boo), read the entire guide (yay), or completed the combat portion of RLCraft using this. If that's so, then big congratulations to you, you astonished player, for you have now beat **RLCraft!** Even though you beat the bosses, there is still a lot of content to do. Build a base, do some fishing, tame all of the Lycanite's mobs, Collect all the armor sets (including the secret ones), complete the quest book, or do anything you'd like.

In any sense, thank you for reading my guide. It was over two months in the making, where I had to playtest, research, and actually see if my guide was possible to follow. I think I've done a good job, but there are probably many mistakes in it. If you spot one, or have a suggestion on how to improve the guide in any way, feel free to contact me. My reddit is [u/itsmemuffin](#) and my discord is [Itsmemuffinn](#). From here on, you aren't limited by anything from taking your creativity to the max and using everything the modded world of RLCraft has to offer, so go and do just that. We're proud of you.

Muffin out.