



MADPACK 4 PLAYERS GUIDE

LATEST PACK VERSION 0.3.10 - RELEASED JUNE 3RD, 2019
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QUICK LINKS: [TABLE OF CONTENTS](#) - [DOWNLOAD PACK](#) - [DISCORD INFO](#) - [CHANGELOGS](#) - [REPORT BUGS](#)

NEW UPDATE HAS ARRIVED - LATEST CHANGE LOG SHOWS ALL UPDATES

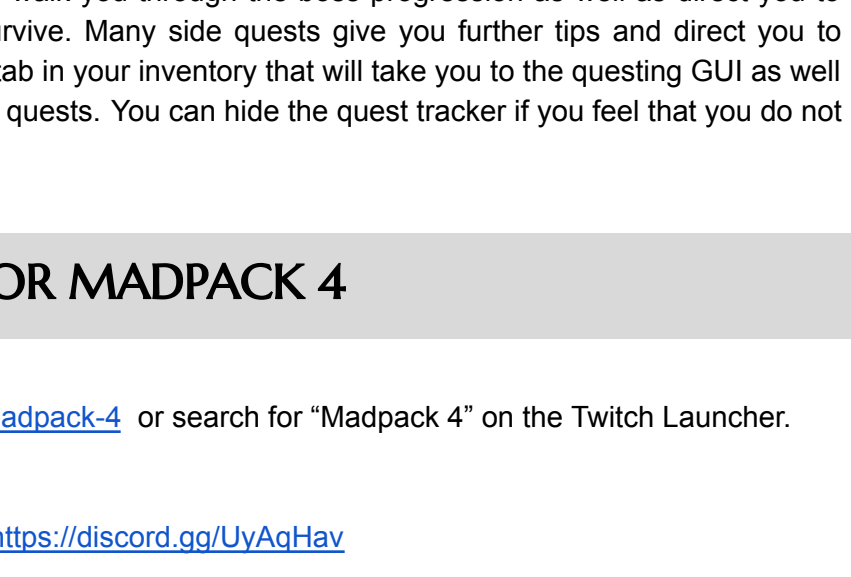
This guide has been discontinued. Feel free to keep using this guide but keep in mind that advice and whatnot may not reflect the current madpack 4

Notice: The only place you will find the Official Madpack 4 will be on the Twitch app and s.
Other websites or download tools are not condoned by the MadPack 4 Developers.
Report unofficial download sites in the Discord chat - <https://discord.gg/UyAqHav>

WELCOME

This guide intends to help you navigate the Madpack 4 modpack regardless of your skill level. As the modpack evolves, we will continue to update this guide. Some familiarity with modded Minecraft would be recommended before you give this pack a try but it's possible to play the pack without it. Important links, news, and notes are listed below to help you get started.

Most starting/player guides are not concrete in the structure, you will need to become a warrior on your own. As that saying goes, we can lead a horse to water, but we can't make it [you] drink. Hopefully, you will leave this guide with sufficient knowledge to start the journey of becoming a true warrior. Our guide below can be considered complementary to the in-game questbook shown on the right. Good luck on your road to becoming a true warrior!



INTRO TO MADPACK 4

Madpack 4 is a "BETA" hardcore modpack made by JonBams and M1Jordanallen, and the rest of the Baminati. This pack is still in development and may have bugs. Please report these bugs in the issue tracker. This pack is intended to be played on hardcore, and the recommended world settings is already set as the default world type when creating a new world. Development and testing of this pack can be found almost daily @ <http://twitch.tv/JonBams>

Just about anything you do will try to kill you and test your skills. Are you a warrior enough to try to survive Madpack 4? From the moment you punch your first tree, to the final quest and the dimension that doesn't seem to exist, you will be fighting an uphill battle against mobs and bosses that increase in difficulty as time goes on. You will need to explore the world for boosts in power and quality of life. Just about every config and customization that is possible to tweak has been tweaked. Many mods have been developed for this pack to create a truly unique experience that offers an incredible challenge.

Your goal is to complete the main quest line. It will walk you through the boss progression as well as direct you to some of the most important items to help you survive. Many side quests give you further tips and direct you to powerful items. To access the questline, there is a tab in your inventory that will take you to the questing GUI as well as a quest tracker on your screen that tracks main quests. You can hide the quest tracker if you feel that you do not need it.

LINKS FOR MADPACK 4

- ☐ **Download the Pack**
<https://minecraft.curseforge.com/projects/madpack-4> or search for "Madpack 4" on the Twitch Launcher.
- ☐ **Dev Discord**
You can find the MadPrack 4 Discord here: <https://discord.gg/UyAqHav>
- ☐ **Report Bugs**
If you experience a bug please make a report here:
<https://minecraft.curseforge.com/projects/madpack-4/issues>
Bugs are unlikely to be fixed unless they are reported on that page.

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LATEST NEWS FOR BETA BUILD 0.3.9 AND 0.3.10

- ☐ **0.3.10 "HOTFIX"**
 - ☐ Disabled oil explosions
- ☐ **0.3.9**
 - ☐ Added Galacticraft and dependencies
 - ☐ Added More Planets
 - ☐ Added Extra Planets
 - ☐ Updated Ced's mods (including new weapon modifiers)
 - ☐ Updated TF2 Stuff
 - ☐ Changed some quest titles
 - ☐ Tweaked draconic bow recipe
 - ☐ Added Twilight Forest boss seeker for those super hard-to-find bosses
 - ☐ Enabled aluminum
 - ☐ Moved oxygen tank overlay to bottom of the screen
 - ☐ Added Tinkers clear glass to sealable list for galacticraft
 - ☐ Added recipe for vanilla anvil for use in recipes
 - ☐ Removed extra lead type from world gen
 - ☐ Disabled pressure and radiation on extra planets
 - ☐ Disabled extra planet extended info panel
 - ☐ Auto torch now places slightly more frequently
 - ☐ Added meteoric iron recipe
 - ☐ Added EMC to galacticraft materials (may seem cheap, but this is to avoid exploits. We may need to remove EMC on some machines manually if crashes occur)
 - ☐ Added liberty apple to final quest reward and changed the title

MADPACK 4 DEVELOPERS

- ☐ **JonBams** - Responsible for concepts and decisions. Head of the Baminati. All-knowing. Streams the development of the pack on twitch @ <https://twitch.tv/JonBams>
- ☐ **M1Jordanallen** - Pack maker. Bams whisperer. <https://twitter.com/m1jordanallen>
- ☐ **Cedkilleur** - Mod developer. <https://minecraft.curseforge.com/members/CedKilleur/projects>
- ☐ **Ka13b** - Created many configs and assets. <https://twitter.com/ka13bty>
- ☐ **JarnoVH** - Custom Textures. <https://twitter.com/JarnoVaH>
- ☐ **Vash505** - Tester. <https://twitch.tv/Vash505>
- ☐ **Orcian** - Musician, main menu music. <https://twitter.com/Orcian> menu track download: <https://orcian.bandcamp.com/track/psvbams-vol-2>
- ☐ **GhostlyKoala** - Artist, main menu, and quest art. <https://twitter.com/ghostlykoala>
- ☐ **Kashdeya** - Mod developer, did many configs and customization to the pack. Helped M1Jordanallen get previous projects and Madpack off the ground. Contributed to the Madpack community for many years, working behind the scenes to bring some of the best features and packs to your Computers. He was respected among the devs he worked beside and always put everything he had into his projects. We lost this amazing developer in November of 2018 from Cancer. He will be greatly missed by everyone on the Madpack team and the modded Minecraft community as a whole. <https://minecraft.curseforge.com/members/Kashdeya/projects>

VIDEO TUTORIALS

Many broadcasters play Madpack 4. Here is a few starting tutorials from your favorite streamers.

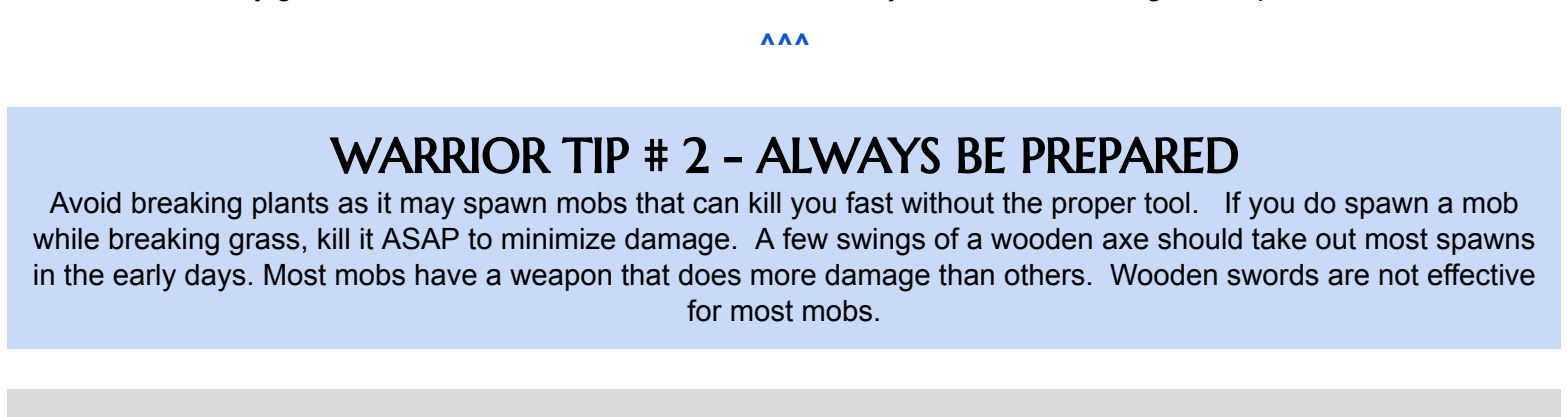
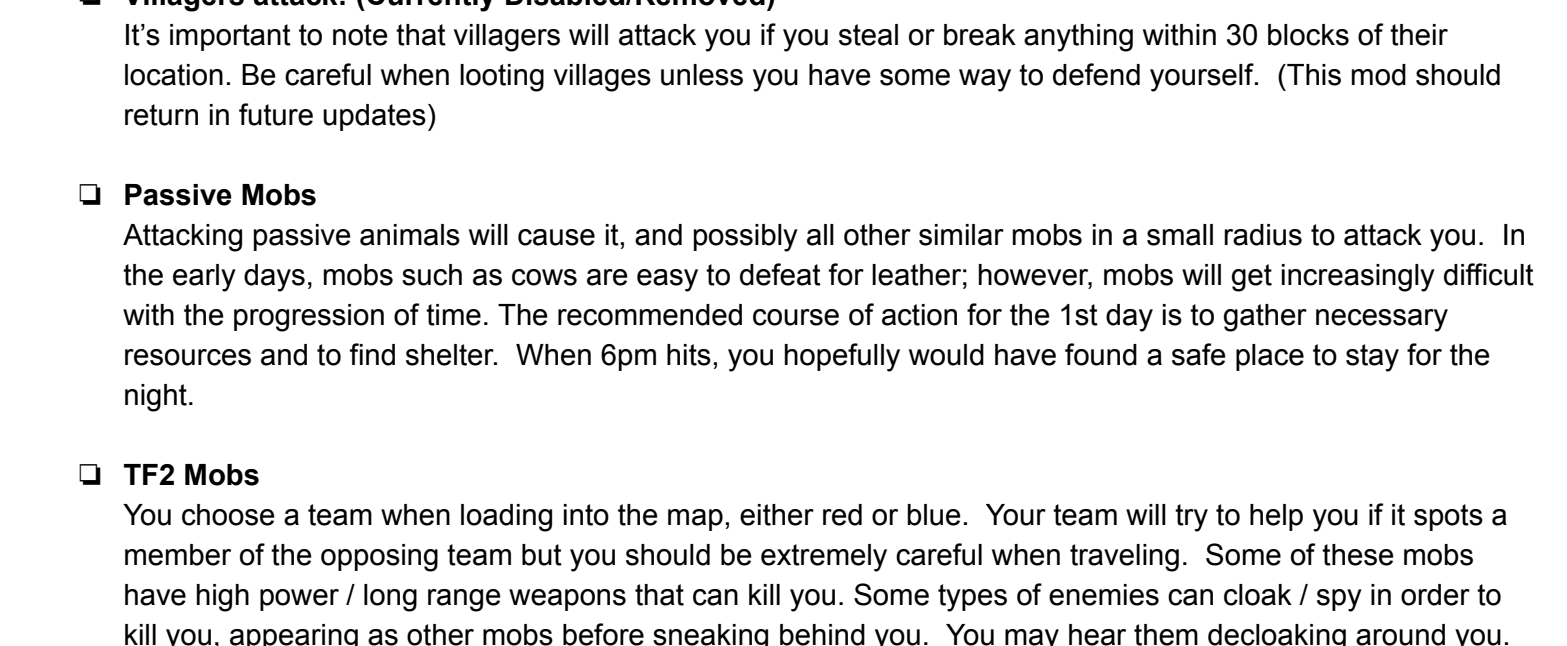
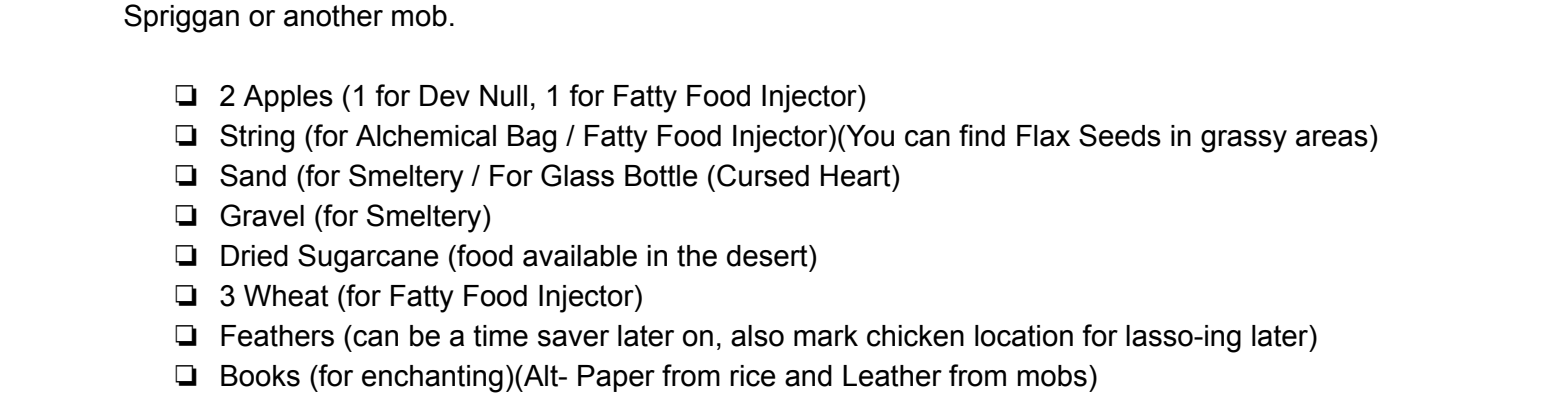
- ☐ **Headwound's Video Guide for Version 0.2.4** - [LINK](#) (Twitch Video Link)
- ☐ More coming soon... if you stream Madpack, make sure to tag #madpack4 in your tweets.

WARRIOR TIP # 1 - BLOOD MOON (BOSS EVENT DAYS)

Full Moon days will occur every 8 days: You can read more about the Boss Event [here](#).
8, 16, 24, 32, 40, 48, 56, 64, 72, 80, 88, 96, 104, 112, 120, 128, 136, 144, 152, 160, etc.

DAY 1 - YOU MIGHT DIE / YOU BETTER HURRY

- ☐ **Questbook Quest #1 (Use "" tild to open the questbook)**
Your 1st quest is to gather 1 Wood, however, you might die trying, as the wood could spawn Ents. The quest should autocomplete when you pickup the required Wood.
- ☐ **Starting Tools**
Get Wood (Crafting Table / Torches / Charcoal / Storage Crate)
I would recommend getting around 2 stacks of Wood before finding either a Roguelike Dungeon or digging a hole for a base. Make a Wooden Paxeol or 1 Pickaxe and 1 Shovel.
- ☐ **Turn on JEI's Utility Mode**
Turning on Utility Mode allows for Magnet, which automatically sucks items into your inventory and Trash from inventory. Go to your inventory, click on the bottom left button "options". Click on the top-most button "Inventory". You will see multiple buttons, click on the (Cheat, Recipe or Utility) Mode button, switch it to Utility Mode, then click on the top-right button called Global (or World). Switch it to World, and there should be a W button next to the Mode button, left-click it.
- ☐ **Questbook Quest # 2 - You better hurry!**
The questbook provides you with a list of items to collect. It may be helpful to read further into this player guide in order to understand some of the ways that this modpack differs from other kitchen-sink packs. This guide is tailored to provide large amounts of information and also to give you detailed reasoning for the recommended course of action that this guide provides.
 - ☐ 1 - Small Storage Crate
 - ☐ 1 - Rice Seed (Found near water edges)
 - ☐ 1 - Wub Juice Bucket (Found in dungeon loot chests)
 - ☐ 1 - Clay (Found in water, typically lakes and rivers)
 - ☐ 1 - Cobblestone
- ☐ **Combat**
Vanilla 1.12 combat mechanics do not apply, therefore you are able to spam click weapons/tools. Be sure to jump while attacking mobs for additional critical damage chance. The crit occurs as you are falling towards the ground, so ensure that your attacks are timed to occur at this particular instance.
- ☐ **Everything is Dangerous**
Breaking blocks with the improper tool can cause a mob to spawn. Even with the proper tools, breaking Ores, Plants and Trees have a possibility of spawning mobs. Water and Lava can also spontaneously spawn mobs. Do not rely on what you know from Vanilla Minecraft. This modpack is not Vanilla Minecraft.
- ☐ **Questbook Quest # 3A - Upgrade to Stone Tools ASAP**
Upgrade tools to Stone Paxels as soon as possible. It has more durability and damage than Wood Tools. You will typically want to make a few of these in case one breaks.
- ☐ **Optional Items to Grab**
Look for a nearby river or lake / water area (1 deep water) to gather rice seeds, clay, sand and gravel. (A few of each is fine) Be careful when breaking crops, as you might spawn a Spriggan or another mob.
 - ☐ 2 Apples (1 for Dev Null, 1 for Fatty Food Injector)
 - ☐ String (for Alchemical Bag / Fatty Food Injector)(You can find Flax Seeds in grassy areas)
 - ☐ Sand (for Smeltery / For Glass Bottle / Cursed Heart)
 - ☐ Gravel (for Smeltery)
 - ☐ Dried Sugarcane (food available in the desert)
 - ☐ 3 Wheat (for Fatty Food Injector)
 - ☐ Feathers (can be a time saver later on, also mark chicken location for lasso-ing later)
 - ☐ Books (for enchanting)(Alt- Paper from rice and Leather from mobs)
- ☐ **Villagers attack! (Currently Disabled/Removed)**
It's important to note that villagers will attack you if you steal or break anything within 30 blocks of their location. Be careful when looting villages unless you have some way to defend yourself. (This mod should return in future updates)
- ☐ **Passive Mobs**
Attacking passive animals will cause it, and possibly all other similar mobs in a small radius to attack you. In the early days, mobs such as cows are easy to defeat for leather; however, mobs will get increasingly difficult with the progression of time. The recommended course of action for the 1st day is to gather necessary resources and to find shelter. When 6pm hits, you hopefully would have found a safe place to stay for the night.
- ☐ **TF2 Mobs**
You choose a team when loading into the map, either red or blue. Your team will try to help you if it spots a member of the opposing team but you should be extremely careful when traveling. Some of these mobs have high power / long range weapons that can kill you. Some types of enemies can cloak / spy in order to kill you, appearing as other mobs before sneaking behind you. You may hear them deconstructing around you. In the early game, it is recommended to avoid TF2 mobs if you do not have ranged weapons.



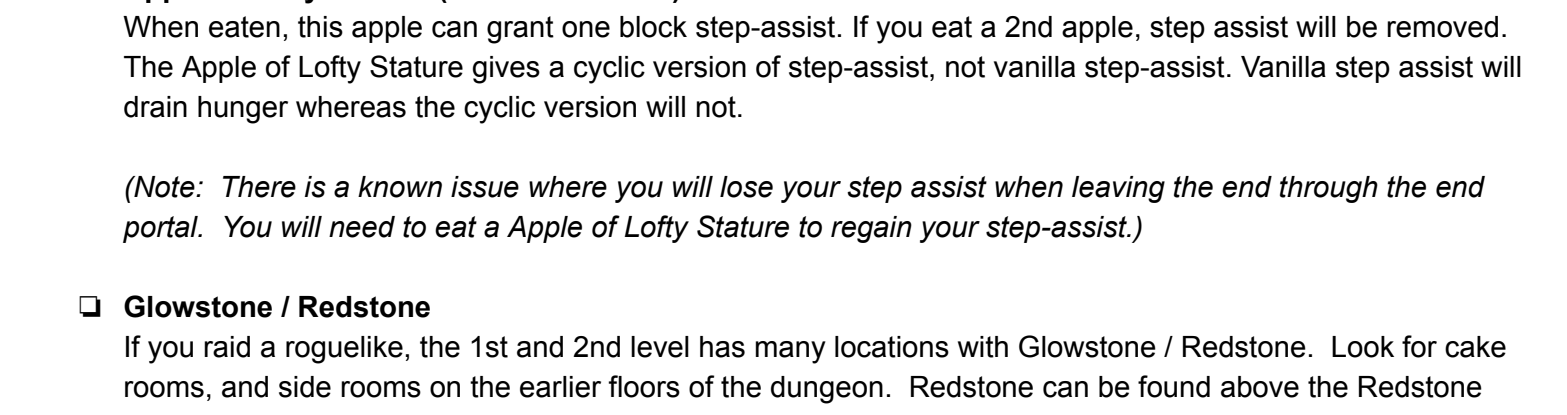
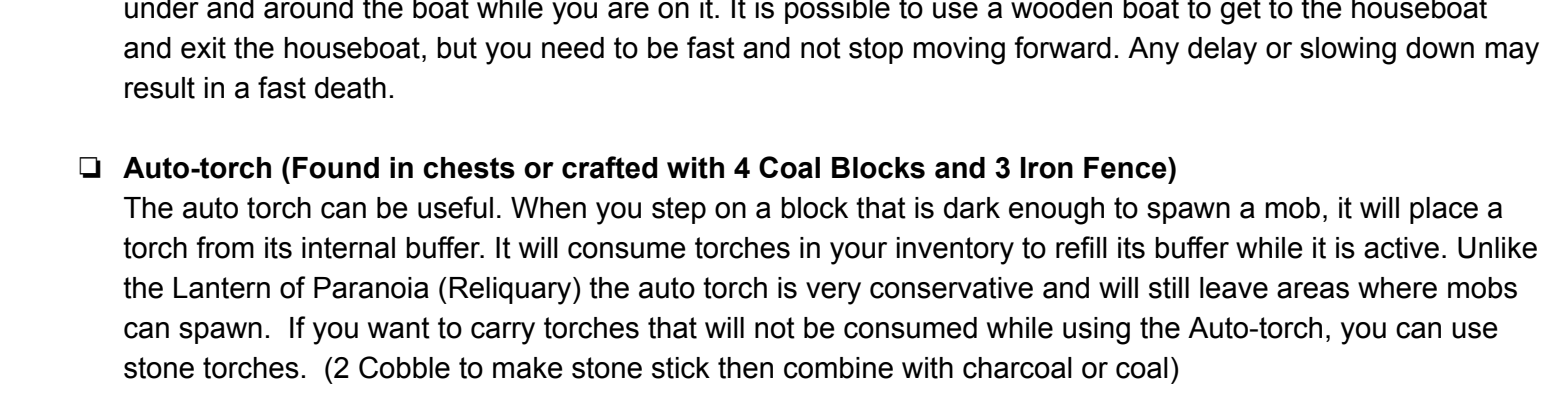
WARRIOR TIP # 2 - ALWAYS BE PREPARED

Avoid breaking plants as it may spawn mobs that can kill you fast without the proper tool. If you do spawn a mob while breaking grass, kill it ASAP to minimize damage. A few swings of a wooden axe should take out most spawns in the early days. Most mobs have a weapon that does more damage than others. Wooden swords are not effective for most mobs.

FIND A HOME OR MAKE ONE

Many dungeons and structures may appear within the map, but only a few are desirable locations. You will want to find a roguelike dungeon if you can or settle for a hole in the ground. Living above ground is not a good idea. You will know if a building is a roguelike dungeon if it's a small structure with a winding staircase that goes down to a iron gated room at the bottom of the steps.

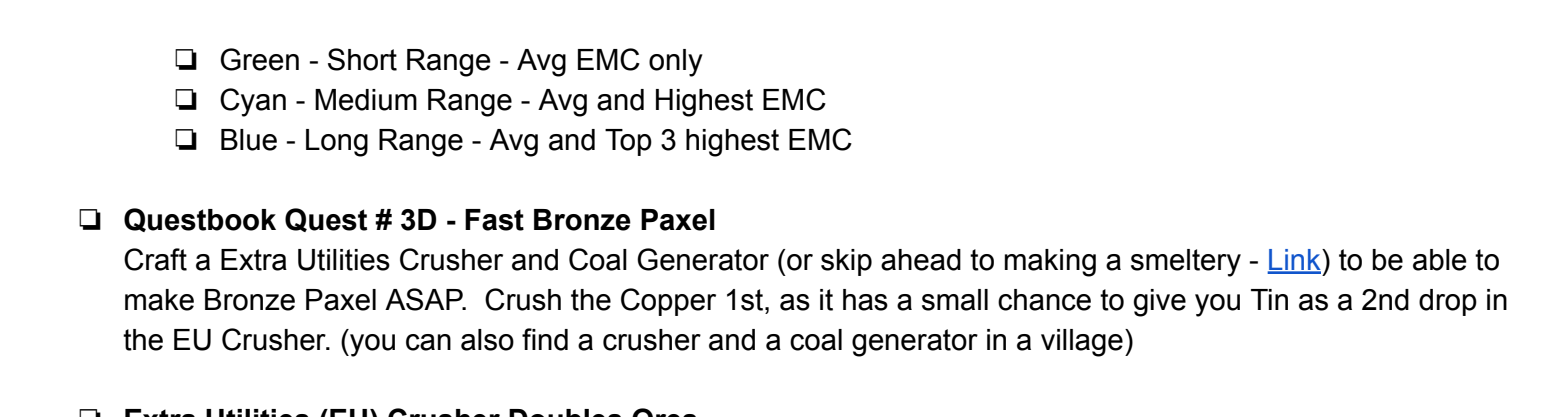
Avoid Battle Towers early on, they are filled with spawners and make a poor base. Battle Towers are large cylindrical towers with a boss either at the very top or bottom in upside down towers. On the map you will know its a battle tower when you can see the straight line from the stairs.



Warning: As storage crates' have EMC, you can place it inside your Transmutation Table, essentially deleting all the items inside the crate.

OPTIONAL

- ☐ **House items are OP**
Gather items on the floating houseboats as early as possible. Think of it as a convenience store trip. You want to get in and out ASAP. You might find some additional items that can help later. Common loot includes leather armor, chainmail armor, various staffs, wub juice, Bams Pizza, bones and other items. Remember that not all items are useful. Exiting the houseboat can be dangerous as water mobs will constantly spawn under and around the boat while you are on it. It is possible to use a wooden boat to get to the houseboat and exit the houseboat, but you need to be fast and not stop moving forward. Any delay or slowing down may result in a fast death.
- ☐ **Auto-torch (Found in chests or crafted with 4 Coal Blocks and 3 Iron Fence)**
The auto torch can be useful. When you step on a block that is dark enough to spawn a mob, it will place a torch from its internal buffer. It will consume torches in your inventory to refill its buffer while it is active. Unlike the Lantern of Paranoia (Reliquary) the auto torch is very conservative and will still leave areas where mobs can spawn. If you want to carry torches that will not be consumed while using the Auto-torch, you can use stone torches. (2 Cobble to make stone stick then combine with charcoal or coal)
- ☐ **Apple of Lofty Stature (Found in chests)**
When eaten, this apple can grant one block step-assist. If you eat a 2nd apple, step assist will be removed. The Apple of Lofty Stature gives a cyclic version of step-assist, not vanilla step-assist. Vanilla step assist will drain hunger whereas the cyclic version will not.
(Note: There is a known issue where you will lose your step assist when leaving the end through the end portal. You will need to eat a Apple of Lofty Stature to regain your step-assist.)
- ☐ **Glowstone or Redstone**
If you raid a roguelike, the 1st and 2nd level has many locations with Glowstone / Redstone. Look for cake rooms, and side rooms on the earlier floors of the dungeon. Redstone can be found above the Redstone Lamps in the 1st level large side room, which has a large brick chimney, as well as the Fireworks Room. You will need it to make the Philosopher's stone and Roguelikes are one of the best places to find these items early on.

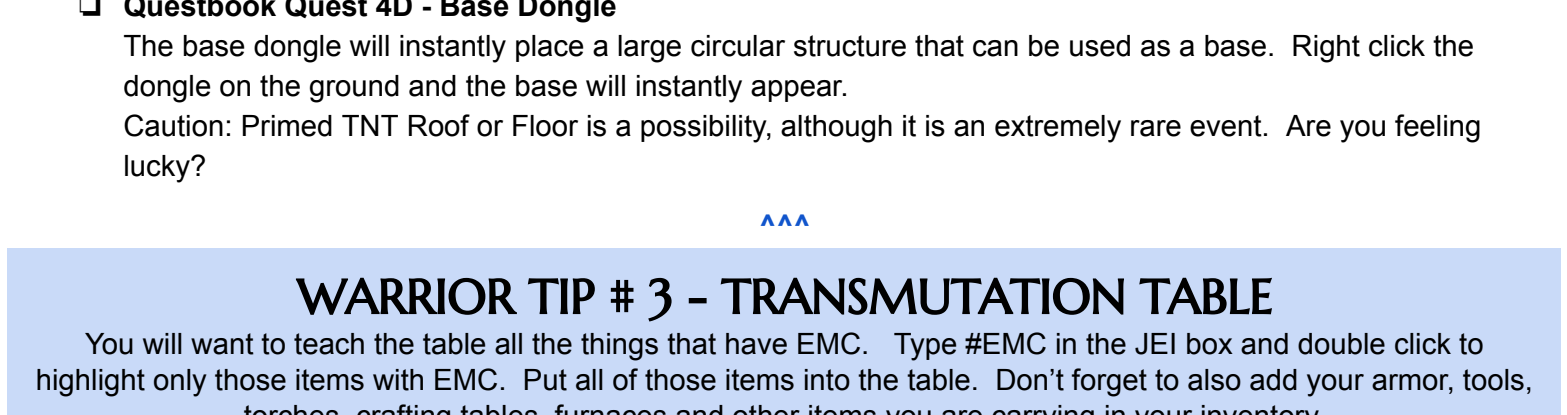


PHILOSOPHER'S STONE / TRANSMUTATION TABLE

- ☐ **Questbook Quest 4A - Philosopher's Stone**
Gather ingredients for Philosopher's Stone(4 Glowstone, 16 Lapis, 16 Redstone, 1 Block Diamond, 4 Diamond) Warning: Amulet Pieces will wither(hurt) you while in your inventory, make all 4 together to help negate effect and use JEI auto-complete. Wub Juice will keep you alive if you are a slower crafter. The recipe must be completed in a Vanilla Crafting Table.
- ☐ **Questbook Quest 4B - Transmutation Table**
Gather ingredients for Transmutation Table (4 Obsidian, 4 Stone, Philosopher's Stone). Take caution when acquiring obsidian. Pouring water over lava has a small chance to spawn mobs. It is recommended to craft a 2nd transmutation table to take with you as they are very cheap to make.

BASE DONGLE (OPTIONAL)

- ☐ **Questbook Quest 4C - Base Amulet Dongles (Philosopher's Stone / Stone / Glass / Stick)**
Now that you have the philosophers stone, you have the choice to make a Base Dongle. Amulet Dongles, which are required for the Base Dongle, are typically found in the top two levels of the Roguelike Dungeons.
- ☐ **Questbook Quest 4D - Base Dongle**
The base dongle will instantly place a large circular structure that can be used as a base. Right click the dongle on the ground and the base will instantly appear.
Caution: Primed TNT Roof or Floor is a possibility, although it is an extremely rare event. Are you feeling lucky?

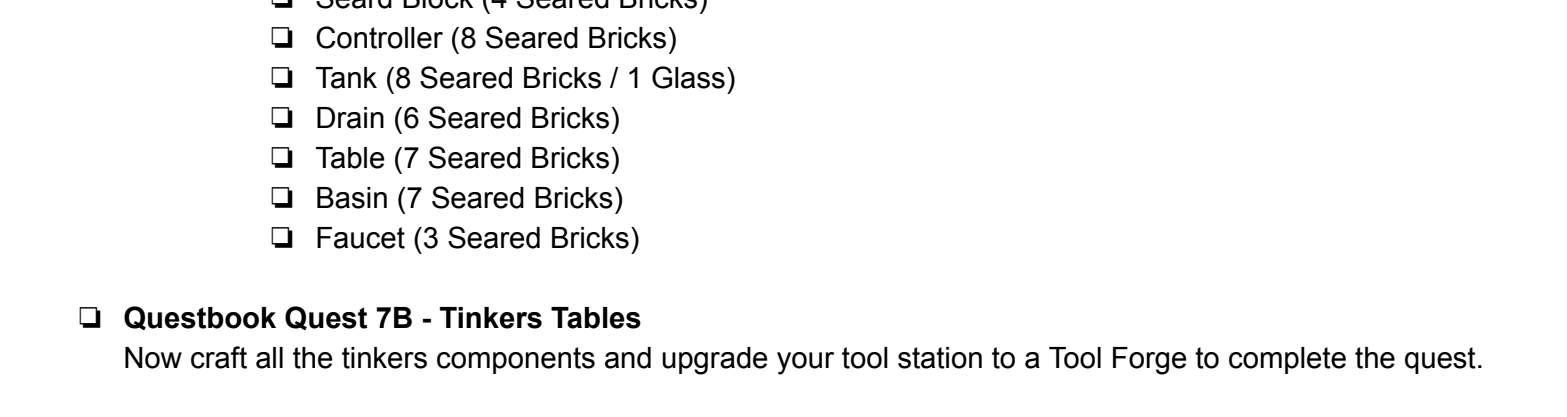


WARRIOR TIP # 3 - TRANSMUTATION TABLE

You will want to teach the table all the things that have EMC. Type #EMC in the JEI box and double click to highlight only those items with EMC. Put all of those items into the table. Don't forget to also add your armor, tools, torches, crafting tables, furnaces and other items you are carrying in your inventory.

CURSED HEART - DO NOT EAT IT

- ☐ **Questbook Quest 6 - Kappa Flask**
Craft a Cursed Heart in order to claim the Kappa Flask. Do not eat the heart as it will ADD 10 difficulty. While you can, it is not recommended or required to eat this heart. You will need the following items:
 - ☐ Diamond, Silver, Iron and Gold Nuggets
 - ☐ 2 Leather / Ced's Pets or drying rack with various cooked meats or smelt rotten flesh)
 - ☐ 1 Klein Bottle (crafted from 2x Ender Pearls and Glass Bottle)
 - ☐ 2 Slime Balls (can be found or craft a Rice Slimeball with rice.)

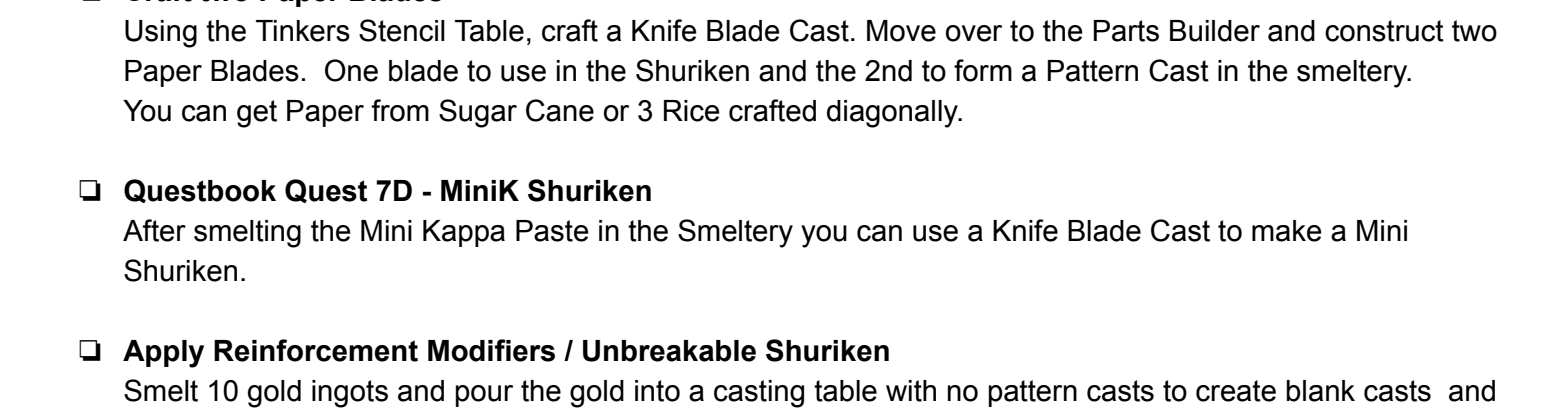


WARRIOR TIP # 4 - EU CRUSHER

If you are able to get silk touch on your paxel, dropping ores into the EU Crusher has a small chance to drop extra items instead of the normal 2. This can be very helpful in the early game. Alternatively, you can look for a fortune upgrade for a larger return while mining. Every little bit helps.

SMELTERY AND TINKERS TABLES

- ☐ **Questbook Quest 7A - Grout for Smeltery**
Gravel, Sand, and Clay combine to make Grout which can be smelted into Seared Brick.
- ☐ **Craft all the Smeltery Components**
When you have constructed your smeltery (if you desire) it is important to note that Lava Buckets will burn you. So don't think you can go to your mines and grab a few buckets. Place a block of Obsidian next to your tank and right click it with the philosopher's stone, this will change it into Lava. Scoop it up and teach it to your table. You can then pull out a bucket and fill the tank without getting burned.
Cheese Mode: Standing in a pool of water can counter the effects of the lava bucket!
 - ☐ Seared Brick (from Grout / 1 Sand, 1 Gravel, 1 Clay)
 - ☐ Seard Block (4 Seared Bricks)
 - ☐ Controller (8 Seared Bricks)
 - ☐ Tank (8 Seared Bricks / 1 Glass)
 - ☐ Drain (6 Seared Bricks)
 - ☐ Table (7 Seared Bricks)
 - ☐ Basin (7 Seared Bricks)
 - ☐ Faucet (3 Seared Bricks)
- ☐ **Questbook Quest 7B - Tinkers Tables**
Now craft all the tinkers components and upgrade your tool station to a Tool Forge to complete the quest.
 - ☐ 4-8 Patterns
 - ☐ Stencil Pattern (1 Pattern / 1 Wood Plank)
 - ☐ Pattern Chest (1 Pattern / 1 Chest)
 - ☐ Parts Builder (1 Pattern / 1 Wood)
 - ☐ Tool Station (1 Pattern / 1 Crafting Table)
 - ☐ Crafting Table (Optional)
 - ☐ Upgraded Tool Forge (3 Seared Bricks, 4 Blocks of Iron [Other blocks can also be used, search in JEI], Tool Station)



MINI KAPPA PASTE / MINI SHURIKEN

- ☐ **Questbook Quest 7C - Mini Kappa Paste**
Mini Kappa Paste is made with 4 Dark Matter and 1 Unstable Ingot. 565,505 EMC Total
- ☐ **Craft two Paper Blades**
Using the Tinkers Stencil Table, craft a Knife Blade Cast. Move over to the Parts Builder and construct two Paper Blades. One blade to use in the Shuriken and the 2nd to form a Pattern Cast in the smeltery. You can get Paper from Sugar Cane or 3 Rice crafted diagonally.
- ☐ **Questbook Quest 7D - Minik Shuriken**
After smelting the Mini Kappa Paste in the Smeltery you can use a Knife Blade Cast to make a Mini Shuriken.
- ☐ **Apply Reinforcement Modifiers / Unbreakable Shuriken**
Smelt 10 gold ingots and pour the gold into a casting table with no pattern casts to create blank casts and

craft them together with 40 Obsidian to craft 5 Reinforcement Modifiers. These modifiers can be applied to the tool in the Tool Forge.

Apply Sharpaste using Kappa Paste before getting Kappa Blades, as Sharpaste VI gives 93 damage even without Kappa Blades. Demon Steel Shuriken will be changed in future builds to Mini Kappa Shuriken.

1ST VISIT TO THE NETHER

❑ Nether Trip for Prosperity Ore / Soulstone

For your first nether trip, you will want to be quick. When you enter the nether, secure your portal. Bring enough blocks to block one side of the portal, leaving adequate room for yourself. Dig down and block the spaces in front of the portal as well, to ensure nothing spawns. Grab at least 8 Prosperity shards and 2 Soul stones. Keep your tunnels small to avoid creating spawn locations for mobs.

Warning: The portal itself will be an active spawner. These mobs are not coming from the other side, but directly from the portal itself. Mobs such as Pinkies and Trites may / will spawn if given time. It is a good idea to wall yourself in and dig down, blocking the portal from above to prevent spawns while exploring.

Note: Spawns are random, so you may spawn in the middle of the lava ocean, therefore make sure to be fully prepared for the worst case scenario.

❑ Fatty Food Injector

Use the prosperity shards acquired in your nether trip to craft a Fatty Food Injector to allow for instant eating of food.
This will require 8 Prosperity Shards, 2 String, 8 Wheat and 1 Golden Apple to create. You then simply need to have the Food Injector in your inventory and you can instantaneously eat food.

Warning: Some foods may not act properly with the Fatty Food Injector. When eating 1 item, it may consume the entire stack. The Fatty Food Injector works fine with Bams Pineapple Pizza and some other foods. Report any bugs that you find ([Link](#)) Known bug with Mushroom Stew.

AAA

DARK MATTER PICK & HELPFUL TOOLS

Running Low on EMC?

At this point in the run, hopefully you should have 40+ experience levels if not more. If you are running behind on EMC, you can enchant your Paxe! with Fortune to increase drops.

- ❑ Fortune I - 33% more drops on Avg
- ❑ Fortune II - 75% more drops on Avg
- ❑ Fortune III - 120% more drops on Avg

❑ Dark Matter Furnace (189,000 EMC)

The Dark Matter Furnace is an early game machine that requires 1 Dark Matter surrounded by 8 Furnaces. It has a 60-65% chance to double ores producing around 95-105 ingots per stack of ore. It is a cheaper alternative to the Red Matter Furnace. Be forewarned that Dark Matter Furnaces can only be moved with a Dark Matter Pickaxe, so when you get the Dark Matter Pick, swap to the Red Matter Furnace.

Pro Tip: Crush high-value ores with a EU Crusher first to ensure double ore output.

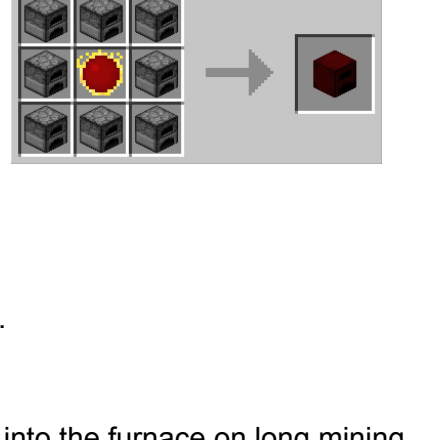
❑ Dark Matter Pick (850,000 EMC)

A valuable asset to mining. Charge it to max using the key binding (default "V") and you can start to pull ores out of the walls and into your inventory with right click. Good riddance Geonachs! It's always a good idea to go through the mines that you have most likely made at bedrock level first. Once they're cleared out, start by creating a tunnel at Y=14 or thereabouts. (At this height you can avoid most of the lava but you will still be able to get the valuable ores).

Changing the mode of the dark matter pick to mine a 3-block tall tunnel is recommended. (default "Z")

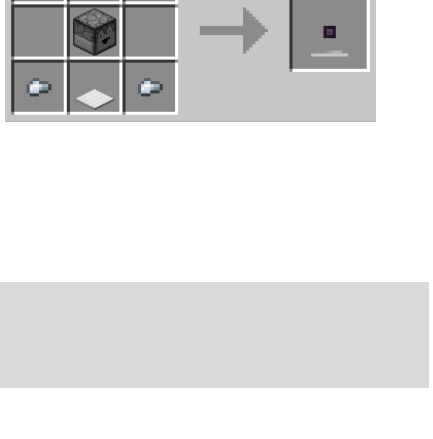
❑ Repair Talisman

The Repair Talisman is a bauble added by ProjectE, based on the Talisman of Repair added by Equivalent Exchange 2. When placed in the belt slot or in the player's inventory it will regenerate all damaged tools and armor at a rate of 1 durability point per second. Placing it in an Alchemical Bag will restore the durability of all tools and armor also stored inside.



❑ Alchemical Bag

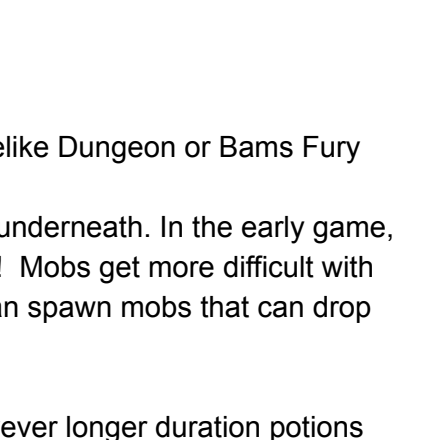
Crafted with 3 Blue Covalence Dust / 4 Wood surrounding a Alchemical Chest. This bag is extremely useful when grinding out the EMC during mining excursions due to its tremendous storage capacity. While not strictly necessary, you can make multiple bags (of different colours) for even more storage. Bags of the same colour will share inventories, so 2 white bags is next to pointless. Different colour bags can be made using different colours of wool, or by applying a dye after a bag has been crafted.



Pro Tip: Create a 2nd bag and dye it. Use one bag for storing important items such as potions and the 2nd bag to collect items with the Black Hole Band.

❑ Gem of Eternal Density

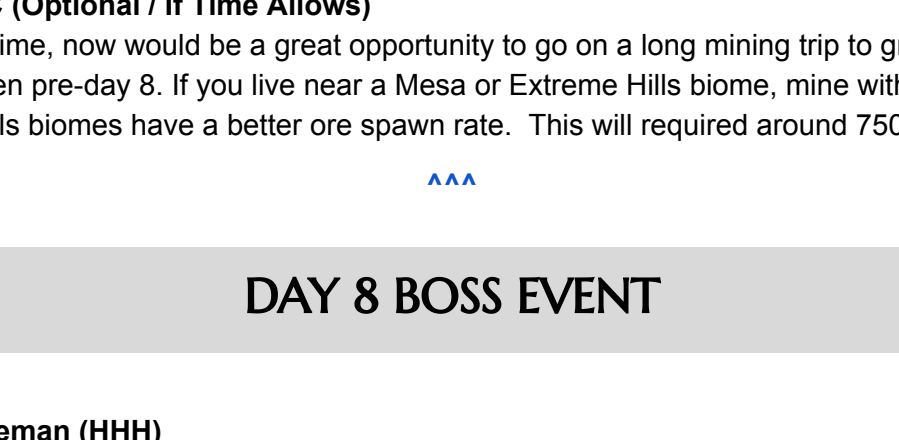
The Gem of Eternal Density is a power item that "eats" other items, converting them into EMC and uses the collected EMC to produce the next tier of items. The target for what it creates can be changed using the ProjectE change mode keybind. Right-clicking the gem will reveal 9 internal ghost slots where you can set a whitelist or blacklist of items that it can or can not consume. Shift-right clicking will activate the gem.



Pro Tip: A recommended setup is to whitelist: Emeralds, Diamonds, Lapis, Redstone, Coal, Gravel & Dirt. And setting the target to be Dark Matter.

❑ Black Hole Band

Dark Matter is intriguing...when activated, the band allows the Dark Matter to resonate and pull nearby items toward you. Either into an Alchemical Bag or Chest, or your inventory. The Black Hole Band is best used in conjunction with the Alchemical Bag and Gem of Eternal Density. First, craft the Iron Band then the Black Hole Band.

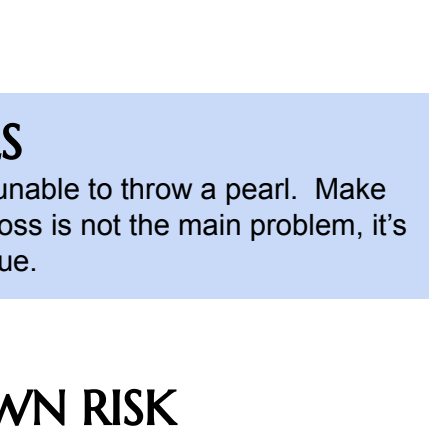


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RED MATTER FURNACE

❑ Red Matter Furnace

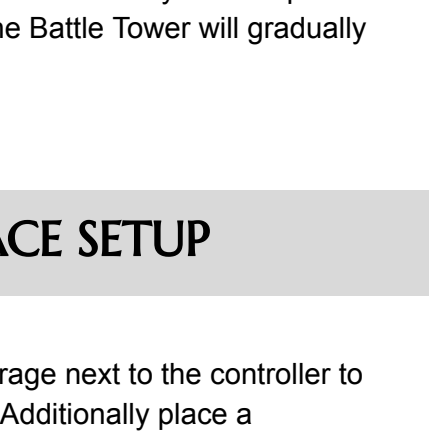
Getting this as early as possible is a good idea. Feed from an alchemical chest on top (auto input) and pull out the bottom/sides using either a hopper or transfer pipe. Make sure to use a high-quality fuels such as Aeternals fuel, Mobius fuel or Alchemical coal, so that on long mining trips, you will not run out of fuel in your furnace. Normal fuel sources also work in this furnace if you can not afford the EMC for high-quality fuels. Crafted with 8 furnaces and 1 Red Matter.



CAUTION: Red Matter Furnaces can only be broken by a Red Matter Pickaxe.

❑ Enderchests / Enderbags to manage Input / Output

Craft these cables in order to move items to and from the Red Matter Furnace faster. The regular hopper is too slow to keep up with the Red Matter Furnace. Crafted with 4 Iron Nuggets, 1 Weighted Pressure Plate and 1 Dropper.



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RED MATTER PICKAXE

❑ Red Matter Pick

The Red Matter Pick is much like a Dark Matter Pick. but with a slightly faster mining speed and instead of a 5 block radius right click ore pulling distance, the Red Matter Pick has a 8 block radius.

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WARRIOR TIP # 5 - UNSETTLED INGOTS

Unsettled Ingots must be made in the Vanilla Crafting Table. Do not exit the recipe after crafting the ingot in 10 seconds or less.

Warning: You are able to craft these ingots in the Crafting Station, but upon exit you will blow up.

Note: An easier way to create a item with an unsettled ingot is to place items in your hotbar, clicking the numbers that correspond to the hotbar slot places the referenced item inside the slot your cursor is in.

BOSS FIGHT PREPARATION

❑ Brewing Stand

While not always needed, Potions can make all the difference. Look to acquire Nether Wart / Blaze Rods from the Nether Room of the Roguelike Dungeon or Bams Fury Event. If you choose to find nether wart in the Roguelikes, it is best to get them from underneath. In the early game fighting your way down in a roguelike from the inside is likely to spell disaster! Mobs get more difficult with every level. Event mobs can also drop nether warts. Pouring water on lava can spawn mobs that can drop Nether Wart and Blaze Rods.

Note: Tier II Strength and Fortitude potions are disabled in this modpack. However longer duration potions are still possible by applying Redstone.

Good Potions to Make (Recipe ingredients are in order of first used to last)

- ❑ Extended Potion of Strength (Netherwart, Blaze Powder, Redstone)
- ❑ Extended Potion of Fortitude (Netherwart, Nether Quartz, Redstone)
- ❑ Extended Potion of Regen (Netherwart, Ghast Tear, Redstone)
- ❑ Extended Potion of Fire Resistance (Netherwart, Magma Cream, Redstone)
- ❑ Splash potions of Regeneration (Netherwart, Ghast tear, Glowstone and Gunpowder)

❑ Diamond Armor / Enchantment Table / Prot IV Armor

You will want to acquire Protection IV Armor before the Day 8 Boss Event. If you are struggling to get Protection IV, you can settle for Protection III for the time being, but you will want to upgrade to IV at the earliest convenience. If you get the "Unstable" enchantment, you should remove it in the Kappa anvil using the Book and Quill. (Only use one book and quill at a time, otherwise the entire stack will be consumed (unless this has been fixed))

Unstable causes explosions at your feet every time you take damage whenever you have gunpowder in your inventory. Explosions spawn Tremors, Tremors drop gunpowder when killed, thus spawning more Tremors... you get the idea. Unstable? Not good.

❑ Kappa Anvil / Book and Quill

Craft a Kappa Anvil to duplicate enchant items. You can then duplicate enchants with a Book and Quill.

❑ Grind that EMC (Optional / If Time Allows)

If you have the time, now would be a great opportunity to go on a long mining trip to grind out that EMC to get a Kappa Shuriken pre-day 8. If you live near a Mesa or Extreme Hills biome, mine within that area, as Mesa and Extreme Hills biomes have a better ore spawn rate. This will required around 750,000 EMC.

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DAY 8 BOSS EVENT

❑ Headless Horseman (HHH)

Around 6pm on Day 8, you will fall asleep and be warped to the Boss Dungeon Dimension. Hopefully all your preparation has paid off. At precisely, 7:50pm HHH will spawn along with a bunch of other mobs. You may have more difficulty with the smaller mobs then the boss itself.

Note: There will be a HHH event every 8 days, with 1 extra HHH per 8 days.

Tips:

- ❑ Use the Banana (if needed as it is suggested to save it for end boss)
- ❑ Use Ender Pearls to get some distance between you and the mobs
- ❑ Avoid direct contact with HHH or mobs.
- ❑ Upgrade to Kappa Shuriken to maximize damage
- ❑ Make sure to have Prot 4 Diamond Armor
- ❑ Use potions (Strength, Speed, Fortitude, Fire Resistance, Regen)
- ❑ Make sure to use Kappa Flask when in danger, it provides 5 secs of Regen and insta-heals you.
- ❑ Find as many blighted mobs as you can to get extra hearts.

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WARRIOR TIP # 6 - ENDER PEARLS

When you get hit by the Headless Horsemen, it will apply paralysis and you will be unable to throw a pearl. Make sure you leave plenty of time to throw the pearl if he gets too close. Oftentimes the boss is not the main problem, it's the other mobs and crowd control that can be a huge issue.

MID-GAME GUIDE - READ AT YOUR OWN RISK

Starting Guides are supposed to end after getting you get started. However we are happy to continue further and outline all the quests but reading beyond this point, let there be fair warning that there may be some spoilers.

Good luck warrior! Make sure to tweet out when streaming / clip those deaths / report any issues on the Discord.

BATTLE TOWER

❑ Defeat Battle Tower Boss

The Battle Towers can spawn inverted with the boss at the bottom of the tower or normally. As you go through the tower, make sure to destroy the spawners. Make sure to loot the chests as they contain parts necessary for creating a Refined Storage System. After defeating the boss, the Battle Tower will gradually implode, so make sure to enderpearl or dig your way out.

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REFINED STORAGE / RED MATTER FURNACE SETUP

❑ Setup Refined Storage System

Place a Controller block, this will be the heart of the RS system. Place a Disk Storage next to the controller to store [Insert Amount]K Storage Disks that will contain the items with no EMC. Additionally place a Equivalency Engine to connect your RS system with your Transmutation Table, make sure to set the priority of the Equivalency Engine to +10 to ensure that items placed into the RS system will be converted into EMC instead of taking up space in the Storage Disks. Finally place the Crafting Grid which allows you to access the RS system.

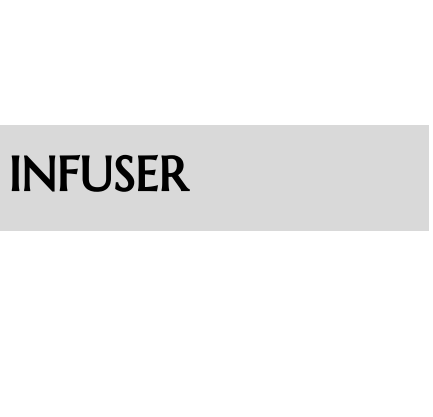
❑ Eat the Heart Containers

Whenever you kill blighted mobs (Purple flames) they drop 1-2 heart containers. Eating these Heart Containers can increase your maximum health at the cost of 40XP Levels each time. You can have a maximum of 20 hearts of health or two bars of health. If you already maxed out your hearts, you can convert the extra Heart Containers into EMC by crafting the Heart Containers into Heart Dust. This recipe will consume 100 levels of EXP.

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WARRIOR TIP # 7 - ENDER ORB

The Ender Orb is an item added by Cyclic. It operates like a vanilla Ender Pearl; right-clicking with it in hand will throw the Ender Orb and teleport the thrower to where it lands. The sole difference is that the Ender Orb is not consumed once thrown, it has durability that decreases with each throw, although this is repaired by the repair talisman.



KAPPA PASTE / KAPPA SHURIKEN / KAPPA PAXEL

❑ Kappa Paste

A necessary stepping stone in order to make Kappa weaponry and various other items. Also Kappa Paste can and should be added to your Shuriken as a modifier.

❑ Kappa Shuriken

If you haven't already managed to make one before the first boss event, now would be a good time. You will need to level the shuriken in order to make it unbreakable. Shuriken maxed out your hearts, they're slow and make for a good leveling medium. Do not make a shuriken unbreakable if it has no durability left. If you do, you will have to make a Kappa sharpening kit in order to fix it.

It is recommended to upgrade your shuriken to Legendary in order to add 4 Kappa Pastes to max out your shuriken damage. (Although there is a Quartz modifier, it is a negligible increase in damage.)

(Tip: You can pick up shurikens that landed on the ground or walls to refill durability before adding the final reinforcement modifier)

❑ Kappa Pickaxe

Not strictly necessary early on, EMC has much better uses early game. Late game, it can be a significant source of 800 damage. (can be upgraded with Kappa Paste (Maximum of twice) for 77 damage and 10 damage with a sharpness V enchantment)

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KILL A WITHER

❑ Gather 3 Wither Skeleton Skulls and 4 Soulsand

Wither skulls can be found in the Skull Room, of a Roguelike Dungeon, on the 3rd-4th level. The Skull Room is a room with skulls on shelves with the occasional Wither Skeleton Skull. If there are not enough Wither Skeleton Skulls, you can also farm the Wither Skeletons. They can drop Wither Skeleton Skulls along with Wither Skeleton Ribs, which can be combined with normal Skeleton Skulls to create a Wither Skeleton Skull.

❑ Kill the Wither

Form a wither shape on the ground similar to what is shown in the picture. As soon as you place the last Wither Skeleton Skull, the Wither will spawn.

Resistance Potions can be your saving grace. Also, make sure you aren't wearing armor with the Unstable enchantment on it. Keep an eye on your health and always keep your Kappa Flask on your hotbar. When the Wither has 50% or less health and has a shield effect, you need to melee attack the Wither as ranged attacks will no longer work.

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WARRIOR TIP # 8 - VOLCANITE AMULET

A tool used to stop the rain, allows you to fill containers with lava, and also used as a replacement as Lava Buckets in some recipes. Rain causes a constant slowing effect. To stop the rain fire a projectile into the sky, by pressing "J".

You can also fire the projectiles into water. It will act like a sponge and delete local water. You can spam this to uncover the top of the Guardian Dungeon.

KAPPA FLASK II

❑ Craft the Kappa Flask II

You will need 40 Heart Containers, 2 Nether Stars, and the 1st tier Kappa Flask to create a better flask with 5 charges of full heal and 5 sec regeneration. A one minute cooldown applies once used.

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TREASURE COMPASS

❑ Craft the Treasure Compass

This item will help you to locate treasure dungeons. The arrow on the compass will point towards the nearest dungeon. These dungeons are always located near bedrock and can spawn practically anywhere, even directly under an ocean.

When you find a treasure room, the Treasure Compass should glow and point towards a corner of the chunk, dig down at that location and you should find yourself in the exterior of the dungeon. As soon as you enter, you will face off against multiple mini-withers who may also spawn Tremors during the fight.

❑ Treasure Compass+

The Treasure Compass+ is crafted with the Treasure Compass and a Treasure Gifter Piece. It shows the amount of blocks until the treasure dungeon.

❑ Treasure Gifter

The Treasure Gifter is crafted with 3 Treasure Gifter Pieces. The Gifter is activated by Shift-Right Clicking the Gifter, allowing the Gifter to generate 1 Dark Matter per 100 second. The generated Dark Matter is placed into the same inventory that the Treasure Gifter is placed, however the Treasure Gifter must be placed inside of a Alchemical Chest/Bag or a Player's inventory to work.

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ANGEL RING

❑ Grid Power Requirements

In order to fly, you need to be generating 32 GP. The easiest way to do this is to make 3-4 Water mills from Extra Utilities. They are powered by Flowing water. The higher the water level, the more GP it can produce. The most efficient set up would be to put the mill in the center of a 3x3 hole, and placing a source block of water in the top left corner, and the bottom right corner. (Or equivalent)

Note: Attacks while you are flying will not hurt mobs.

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KILL THE DRAGON

❑ Find the End Portal

You will need several Eyes of Ender to locate the End Portal and then to activate the portal.

❑ Kill the Dragon

Before you leave the end, kill Enderman until you get 6 Nebulous hearts. Also, search for a Vanilla End City to collect a dragon head, which is needed to craft the infusion crystal (Which you may not need) and the draconium dust. Do not forget to take the egg you will need it.

❑ Cyclic Items Reset

When you leave the end you will lose all effects from cyclic items if you had them, extra inventory, crafting table and lofty apple. Make sure you have more or remove everything from extended inventory before to jump to go back to the overworld.

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TWILIGHT FOREST PROGRESSION

❑ Open Portal to Twilight Forest

The portal to the Twilight is a 2x2 pool of water, surrounded by 12 blocks of dirt or grass with plants placed on them (Flowers, saplings etc.) Be sure to throw your dragon egg into the water to open the portal. (Be sure to teach the egg to your table first!).

❑ Magic Map

A Magic map will be key to locating the boss areas with ease. Ravens drop the feathers needed and are commonly found lingering around the Lapis-mazed Obsidian Obelisks scattered throughout the world. While searching for the Minoshroom in his cape, kill the Maze slimes you see until you get 6 slime pearls (Reliquary). You will need these later on to make a reactor to charge your draconic armor.

❑ Twilight Forest progression

Twilight Forest requires linear progression. Bosses and Dungeons must be completed in a set order.

Forest Bosses

❑ Naga Courtyard

The Naga can be found in the Naga Courtyard. Killing it and touching a Naga Scale will allow the player to enter the next area. As you kill the Naga, it will get shorter and shorter until it gets to it head. When you kill the Naga, it drops Naga Scales and a Naga trophy.

❑ Lich Tower

The Twilight Lich can be found in the Lich Tower. Killing it and getting a scepter will allow the player to enter the swamp, and the dungeons inside of it. The Twilight Lich spawns with shields protecting him, to break these shields, reflect the ender pearl projectiles, that the Lich's duplicates fire at you, at the Lich.

Swamp Bosses

❑ Labyrinth

As you go through the Labyrinth, be sure to collect 6 slime pearls for the Draconic Armor Set. The Minoshroom can be found in Labyrinths, which are found in the Twilight Swamp biome. Natural entrances can be found through caves, or the small hills found in the surface that lead directly to the center. The goal of this dungeon is to kill the Minoshroom. Killing it and eating one of the dropped Meef Stroganoff will allow the player to enter the Fire Swamp. Make use of Vein-ming to decrease hunger. This labyrinth can be difficult to navigate without the minimap set to underground mode (Default keybind is "U").

❑ Hydra Lair

The Hydra can be found in the Hydra Lair in the middle of a Fire Swamp. Killing it and obtaining Fiery Blood from it will allow the player to enter the Dark Forest. The Hydra has multiple heads that occasionally opens its mouth and fires fire, aim for the mouth for additional damage. Be careful though as killing a head would spawn an additional two heads.

The Dark Forest

❑ Goblin Knight Stronghold

The Knight Phantom can be found in the Goblin Knight Stronghold underneath Dark Forests. Before being able to enter the stronghold, the player must find a room with a Trophy Pedestal. On the pedestal, they must place a Trophy, which will deactivate the shield allowing you to enter the Stronghold. Finding the Boss Room can be difficult and standard maze protocols apply. Block/Mark the dead-ends so that you would not travel in a loop. Also bring along a Spawner Seeker to help find the Boss Room. Corrupted Chorus Fruits can also be helpful, as they allow for phasing through walls to find the Boss Room.

❑ Dark Tower

The Ur-ghast can be found in the Dark Tower, which is in the middle of the Dark Forest. It is found at the top of the tower, along with many other monsters, such as Carminite Ghostlings, Towerwood Borers, and Carminite Golems. Killing it will allow you to continue to the snow stage. Its fiery tears must be dropped and picked back up in order to progress.

Snow Forest and Glacier

❑ Yeti Lair

The Alpha Yeti is found in the Yeti Lair, in the center of Snowy Forest biomes. There are four natural entrances. Inside the lair are many Yeti packs, these Yetis are neutral, but may attack you along with the Alpha Yeti. Killing the Alpha Yeti and obtaining the Alpha Yeti Fur will unlock the Glacier biome.

❑ Aurora Palace

The Snow Queen is found in the Ice Tower (also known as the Aurora Palace), which is found in Glacier biomes. This is the final Twilight Forest Boss, and when complete, will allow the player to move onto the final stages of progression. The Snow Queen has blocks of Packed Ice surrounding her as her shield. These blocks prevent any damage whether ranged or melee. Attacks have to go through the gaps in her shield.

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KAPPA ARMOR TOKENS

❑ Kappa Armor/ Kappa Armor Tokens

You can not wear Kappa armor. They are only used as the base for Draconic armor.

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SAXTON HALE

❑ Potions

Make sure to craft potions.

❑ Saxton Hale

Saxton Hale is a neutral boss found in villages. Make sure to drink your potions ahead of time. Once you agro him, make sure to constantly run away. DO NOT LET HIM CORNER YOU! Saxton Hale will leap up, causing you to be slowed, unable to jump and disabling your right-click. During those moments, run away to cover and wait for your debuff to wear off. Then run back in and attack him with your shuriken. Rinse and repeat until Saxton Hale is dead.

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1ST GUARDIAN

❑ Elder Guardian

Grab some Water Breathing Potions or alternatively get a Sponge Dongle, then find the Sea Temple. The Elder Guardian should be easily spotted with his blighted flames. Dig into the top of the Temple and attack the guardian with your shuriken. The boss should not be difficult to battle with a maxed out Kappa Shuriken and Prot 4 Diamond Armor. The boss will drop a block called Mike, which is needed to craft the Draconium Dust. DO NOT STICK AROUND, leave immediately as Lyncanite mobs are sure to spawn around and try to suck you into them and kill you.

Pro Tip: You can also use a Sponge Dongle if you don't have Water Breathing Potions.

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DRACONIUM DUST / AWAKENED DRACONIUM

❑ Craft Draconium Dust

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❑ Craft Awakened Draconium Ingot

