Runecrafter (High Risk Plugin)

General Info

- Keep Essence pouches and the Elemental rune in the FIRST ROW of your inventory! (Example picture found below)
- Pouches:
  - Colossal Pouch is supported
  - If you can use up to the Giant pouch: only bring Giant and Large
  - If you can use up to the Large pouch: bring Large, Medium and Small
  - (If using pouches) Last contact for NPC Contact must be the Dark Mage
  - (If using pouches) Abyssal Book from the Dark Mage in your bank
- Required:
  - Fire, Earth, or Elemental Tiara equipped (Attuned Hat of the Eye also works)
  - Pure Ess, or Daeyalt Ess
  - Binding Necks
  - Dueling Rings (equipped and in bank)
  - (1) dose Stamina pots (Vial Smasher enabled is highly recommended)
  - Magic Imbue runes (rune pouch), or Talismans
- Optional:
  - Ring of the elements in inventory
  - Essence pouches (supports all pouches, including Colossal)
  - NPC Contact with Dark Mage as your last contact (required if using Essence pouches)
  - Crafting cape/Max cape (have it equipped to bank at the Crafting guild)

Main Config

- Toggle - Click "not set" and choose a hotkey to toggle the plugin on/off
- Method - Which rune you'd like to craft
- Essence - Which type of ess you'd like to use
- Talisman Counter - How many talisman to bring if not using Magic Imbue. Set to 0 if you're using Magic Imbue
- Combo Delay - Leave this set to 4 unless specifically told otherwise

Fire Altar Combos Example Setup

- Elemental Rune and Pouches must be in the first row
- Magic Imbue is highly recommended
- Example Gear Setup - Staff is Steam staff for magic imbue



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