

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



Revision #1

Created 2025-07-23 01:34:25 UTC by Failed4life

Updated 2025-07-23 01:43:05 UTC by Failed4life