

Tomb Assist (TOA)

Bot Config

- Enable: Click "not set" and choose a hotkey to toggle the plugin on/off
- Disable Prayers on Complete: Having this enabled will make the plugin turn off your prayers when a room is complete

Overlay Config

- Projectile Overlays: Outlines projectiles in correct prayer color and adds tick timers on player
- Projectile Font Size: Set the size of the font on Projectile Overlays

Akkha/Path of Het Config

- Simon Says Solver: Show overlays for the Simon puzzle - **uses Sound Based Detection, make sure your in-game Sound Effects are on at least 1%**
- Pray Magic on Orbs: Enable Protect from Magic against the orbs during the final phase (slightly reduces damage taken)
- Keep Back: Enable this if using the Keep Back invocation
- De-prioritize Invuln: Enabling this will hide the attack option on Akkha when he goes invulnerable when his shadows appear
- Outline Unstable Orbs: Outlines the unstable orbs on intersection with the player during the final phase of the Akkha fight.

Baba/Path of Apmeken Config

- Outline Weak Ball: Shows an overlay on the weak ball Ba-Ba throws
- Highlight Banana Tiles: Highlights the tiles bananas are on during the Ba-Ba fight.

Kephri/Path of Scabaras Config

- Outline Dung Target: Shows an overlay outlining the Dung Target during the Kephri fight.

Zebak/Path of Crondis Config

- Conserve Prayer: Flicks the overhead prayers instead of leaving them active throughout the fight.

Warden Config

- Bypass Melee Checks: This will make the plugin camp pray melee if you're in melee range of the Warden during p2
- Draw Safespots: Places a vertical green line column of tiles that show where you should be standing based on the Wardens' current attack. If this is checked you must also update the Slam Ticks setting.
- Slam Ticks: Determines the number of ticks each of the Wardens' attacks takes, in order to properly determine when the safespot changes. Based on invocations, the attack speed changes, so you need to change the number of ticks with it. Set the ticks to one of the following based on your setup:
 - Entry Mode/No Warden P3 Invocations: 5
 - Overclock 1: 4
 - Overclock 2: 3
 - Insanity: 3
- Insanity Invocation: Enable if using the Insanity invocation. This will ensure that the safespot column tracks the last attack location, as it doesn't reset after the skull phase with Insanity enabled.
- Fill Warden Safespots: Allows you to better control the fill and opacity of the Warden Safespots. Use Color Config to adjust as desired.

Gear Config

Supports [Advanced Swapper](#) sets (`swap:SetName`) and (`id,id,id`) formats

- Enable Gear Swaps: Check if you want to enable the following gear swaps
- Core Swap: What gear to swap to when the core comes out
- Skull Swap: What gear to swap to when the skulls appear
- End Skull Swap: What gear to swap to after you kill the skulls

Thrall Config

Allows you to select the ability to summon thralls of your choice during the following fights, to assist with your battles

- Ba-Ba
- Kephri
- Zebak
- Warden P1
- Warden P2 (since only one attack style works against the Warden at a time during this phase, it will summon whichever style matches)

- Warden P3
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