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Tinkers construct best cleaver

Hi What is your best weapon, sword/bow or something to kill mobs. Tried a little but haven't found a favorite to basically instakill the normal mobs. I'm sure there's better, but a simple longsword with Slim and Netherquartz upgrades is my go-to melee. For varied, I use mps railgun because I am too lazy to keep ammunition (arrows) in stock. A nice bow with decent arrows would do more damage and be more fun, I'm sure, but as I said, I can't be bothered with ammunition. For Wither Skeleton head-hunting, I use a Cleaver with as many beheadings as I can stack. What do you mean, Slime upgrades? And what material for the long word? Ahm I got a longsword with steel blade, obsidian binding and iron rod. A stack of lower quartz upgrade, and it got sharpnes 1. I don't think the sword I got now is very good. Id like to get sharpnes 4 or something like that. manyulyn rod and blade obsidian handguard. moss ball 3 quartz upgrades lapis (use lower star and block of gold and diamond upgrades to get multiple modifiers) swords do 7 hearts of damage, drops destroying bags every 10ish kills, and repairs themselves. I personally use ... [DOUBLEPOST=1379545095] [/DOUBLEPOST] Sorry about the double post, edit hates me right now. ~ Anti-Player [Rapier] Manyllun Blade Paper Crossbar Thaumium Rod (Better handle bonus than paper) I usually pump a slot in Electric Upgrade, and the rest in Quartz. ~ Casual [Broadsword] Manyllun Blade Paper/ Manyllun Wide Guard Manyllun/Thaumium Rod As usual, a place in electric, and a full Lapis upgrade, and the rest lower quartz (sometimes a necrotic bone). I use an Iron Longsword, Obsidian Crossbar and Stonehandle. Nether Quartz, Moss and Lapis. Since it's a Longsword, I was able to use Right-Click Lunge to get into sword range on skeletons even with faster shooting as you get closer. On the other hand, I went shoot over a few rocks. Every metal clover completely destroys everything. This. I don't see why people don't like them, even not maxed out the clover 2shot something and doesn't require repair for months. Yes, they are slower, but not as significant, but it is also a pro in case of delay spikes. Maybe for pvp there are better alternatives, but in PVE they are just devastating. Reactions: 1SDAN, MoltenX and SatanicSanta Type: Cleaver Parts: Manahmanah Large Blade, Thaumium Plate, 2x Paper Thick Rod Upgrades: ~Fortune 3 -3x Quartz-Moss-Lifesteal-Fire Basically one-hits everything due to fire. Paper/metal arcs (depending on whether you want speed and damage or range and accuracy) with paper/thaumium/manyulyn arrows. Max out the arrows with quartz, give the bow a lot of redstone, and you're good to go to PvP or boss fights. This. I don't see why people don't like them, even not maxed out the clover 2shot something and doesn't require repair for months. Yes, they are but not so significant, but it is also a pro in case of delay spikes. Maybe for pvp there are better alternatives, but in PVE they are just devastating. They are godly fear of headhunting, but in the end, when attacked by a bunch of enemies at once, you often end up swamped anyway, especially the annoying spiders in the lower can make a big number on you. (the big one is light enough, but it spawns from 3 to 5 small when you kill it). My favorite weapon is a green slime bow, fortified with moss and redstone. it is paired with flint or cactus headed arrows with slime rods and feather fletching. The low layers of arrowheads provide better range on the arrows, making it easier to snipe off ghosts and whatnot. If I feel rich I add 1 piece of quartz per arrow for the damage and maybe some blaze powder for some bonus burning, since these are made of mostly renewable energy I don't feel bad about losing some arrows in new and then as they are cheap to replace. There is a weapon that is hardly ever mentioned tho. is a real job. It has a 3x3 AOE attack, and is good for grinding souls on a vanilla spawner. make one with a lot of leaves, paper, thaumium and mucus rods and binding. (mucus must be a ROD, otherwise mix and match rod/binding as you wish) it has 5 enhancement slots, and when fully stocked up actually does a decent amount of damage despite the AOE balancing nerf. I tested the clover for some different combinations. Im not getting up into that high damage that I was hoping for. I added 6 stacks of lower quartz and still not one hit a gilded zombie. Compares to my sharpnes lvl 4 diamond sword that one hit that zombie. I tested the clover for some different combinations. Im not getting up into that high damage that I was hoping for. I added 6 stacks of lower quartz and still not one hit a gilded zombie. Compares to my sharpnes lvl 4 diamond sword that one hit that zombie. Try this: Paper hard tool bar. Thaumium plate. Thaumium hard tool binding. Manyullyn cleaver blade. Lower star. Diamond + golden block. Lots of quartz. If that doesn't work, you can switch to metal arches. Cutlass. Manny blade and hilt and rod. Full lapis and a metric fuckton quartz. Can toss on moss if you're worried about it, but should last a hell of a long time, full manny's shelf life is crazed. Cutlass takes some durability modifier from the hilt, unlike the other swords if you're wondering why. Even without adding additional modifiers, you are at 12.5 hearts a whack. Factor in 10% crit bonus cutlass and stuff dies... Very. Quickly. Having block is nice too for when shit goes south. Clover as secondary head takes opportunity when you are hunting. Steel blade, obsidian plate, mucus rod. Full lapis (not really needed though) and an extra decapitation for giggles and the rest quartz. Steel is cheap enough and durable enough, moss is not really needed. Just taking it off heads. Went with a cutlass Manny blade, paper rod and guard. full lapis upgrade (450) got me looting III then a lower gold + diamond block. then 1 moss for auto-repair and finally maxed out on on quartz for sharpness and dmage. works in order, not perfect. Wanted looting and then had to cut down on the damage. Went with a cutlass Manny blade, paper rod and guard. full lapis upgrade (450) got me looting III then a lower star. gold + diamond block. then 1 moss for auto-repair and finally maxed out on lower quartz for sharpness and dmage. works in order, not perfect. Wanted looting and then had to cut down on the damage. Here's a tip: Use thaumium for the guard. AFAIK two paper is the same as a paper, and two thaumium gives the same as a thaumium. IIRC, it should give you an additional modifier slot. Or maybe it was changed. That could have changed. I get more double paper modifiers than with just one piece of paper. Scythe: Manylyn head, Paper Tough tool binding, two mucus rods. 3 quartz upgrades and a lava crystal. AoE affects destroying groups of mobs. Scythe: Manylyn head, Paper Tough tool

binding, two mucus rods. 3 quartz upgrades and a lava crystal. AoE affects destroying groups of mobs. You only need one of the rods to be slim to get 2x durability multiplier bonus. the other may be paper or thaumium without penalty at all (FTBUnleashed 1.1.4) besides. with moss added it lasts almost forever anyway. no need to actually max out durability. the head itself makes it plenty big anyway. But the weak point is that even with 3 quarts upgrades on it you don't a hit kill most enemies. Sacrifice some DPS for looting is good for using it on a makeshift grinder as you will be 2 frames even endmen at this level anyway. poorman's end grille is to just build an endstone bunker eventually with a 2 high roof and then annoy as many enders as possible. With mystcraft books, you don't even have to kill the dragon. Any tips for a good bow/arrow combo? Page 2 Any tips for a good bow/arrow combo? Bow: Slime, slime and enchanted sting. pile on redstone. Arrow: feather fletching always and slime rods for range and paper when an additional buffslot is needed. arrowheads, depending on what properties you want. thaum for extra buffslot (paired with a paper rod this provides a peep 5 slots), cactus for decent dps sniper shots, and manyullyn stuff for that ultra heavy boss slayer arrow set (overloaded with quarters). Cactus tipped sniper arrows tend to get lost, so don't bother quartsing them up much, just a single piece per arrow for a half-heart bonus, and a single blazepowder to fry your dinner with when you're on the go. To kill difficult bosses it seems that quarts are the way to go, altho you can add an enderpearl and obsidian block for beheading as well as for hunting those pesky withers. Don't bother fire tho, not worth it with bosses as they are often immune annyhow. a witherbone can also haven't tested that myself, but if it works as advertised then getting health from varied kills is very very powerful. Reactions: ZeSapper Thank You Antice! I'm pretty familiar with TiC, but the arcs added a whole new level of depth. How do you get the enchanted string though? It doesn't come up in the NEI for me, is it a mob drop or dungeon loot? Thank you Antice! I'm pretty familiar with TiC, but the arcs added a whole new level of depth. How do you get the enchanted string though? It doesn't come up in the NEI for me, is it a mob drop or dungeon loot? It's from thaumcraft actually. So you have to do some research on that. until you get to this point however, I suggest just using regular string. that extra slot is not so important tbh. Most effects need to be put on the arrows to work anyway, so apart from moss and redstone there aren't many uses for them. Thank you Antice! I'm pretty familiar with TiC, but the arcs added a whole new level of depth. How do you get the enchanted string though? It doesn't come up in the NEI for me, is it a mob drop or dungeon loot? its three pieces of enchanted fabric, you learn it really early in thaumcraft (was the first thing I learned) it is from thaumcraft actually. So you have to do some research on that. until you get to this point however, I suggest just using regular string. that extra slot is not so important tbh. Most effects need to be put on the arrows to work anyway, so apart from moss and redstone there aren't many uses for them. Oh okay, so all you get out of it is an extra upgrade slot, kind of meh then lol. Thanks for the help! Ok, I couldn't decide either, so I got more weapons. (Although I don't recommend the experience unless you have Dual Hotbar Mod.) 1a. Rapier Manyullyn Blade Paper for what is used as binding/guard/bar Green Slim tool rod Regardless modifiers You want 1b. Longsword Manyullyn Blade Paper handguard Green Slim tool rod Whatever Modifiers You Want 2. Pan (Yes, I know it's not very popular, but it's useful in tight situations with lots of mobs.) Iron (or whatever material you want) Pan Green Slim tool rod Two full modifiers of knockback will provide more knockback than you'll ever need. 3. Longbow Blue slim limbs Blue slime plate (although Thaumium would be great if you have it) Strings (Flamestring for greater arrow speed / slightly more disadvantage time) (Enchanted string for extra modifier / less arrow speed and disadvantage time) 4a. Arrows (General use) Blue Slim / cactus head (Blue slime = larger ammunition, but less damage, then add a quartz modifier; cactus = less ammunition, but more damage) Cane shaft Slimeaf fletching 4b. Arrows (Boss kills) Manyullyn Head Sugarcane axle Slime of fletching Moss modifier if you want it now if you're sure you want to one-shot mobs w/out add modifiers and you want Encounter mobs, just get the classic manyullyn clover, or get a battleaxe if you don't mind the extra knockback and want swing speed. BUT in the end, just get what works for you and find how how Likes to kill mobs. I tend to find Rapier completely too situational for every day use. I'd much rather use Longsword and it's air critting capacity. Lunge and smash them in the face. Killed the Dragon with it. I use Steel Blade, Paper Guard, Cactus Rod. All quartz, and a splash of moss. For crossbows, I am now a big fan of plastic crossbow arm. It has the same arrow speed as slime, but with faster reloading. Also Thaumium Stock, because it counts as the handle. Paper binding, because d'uh. And I like to use Fiery String rather than Enchanted. You can still put enough Redstone on it to drop it down to a RoF of 0.5, including a modifier for Flux, but it will do far more damage than using the enchanted string. For Bolts. Steel is the way to go. Same damage as Manyullen, much easier to do. Keep some steel ingots on you for repair on the fly with a table or with IguanaTweaks. Steel shaft as well as for extra weight, and thus extra penetration. Slim leaf fletching is supposedly the best, but I don't think the stonebound modifier from regular leaf fletching actually applies to bolts, meaning you can triple your stack size by using them. After the modifier nerf, do not * bother with any damage modifiers. They don't work anymore. A full three modifiers of lower quartz affected damage output, according to Damage Indicators, not least. Knockback can be useful, a punch bow is always for Lulz around rocks and such, and so can blaze powder. I really like to use a Rapier for daily use, but then I also play with Mechanism. You know no woe until you run into full glowstone or osmium armored mobs. If you don't run into many armored mobs, then the utility drops quickly. I'm surprised no one has mentioned Scythe yet. I can't count it a tool because its only use as a tool sucks compared to other options. But the ability to hit multiple opponents in an area effect is absolutely amazing. Throw a knockback on it, Flux of course, maybe necrotic (but after nerf, not much point in it), and load it up with Nether Quartz. The knockback will ensure that they are never going to close with you and you have reach on them. While it doesn't do the most damage per hit, the ability to keep out mobs is not to underestimate. Reactions: Shadeslayer97 For crossbows, I'm now a big fan of the Plastic crossbow arm. It has the same arrow speed as slime, but with faster reloading. Also Thaumium Stock, because it counts as the handle. Paper binding, because d'uh. And I like to use Fiery String rather than Enchanted. 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Or come join us on 1.10.2 where such things don't exist I'm pretty sure TE metals have been nerfed to a point where it's not really worth using Not if you're still at 1.7.10 isn't. The bolts were nerfed quite a bit, to the point that it was almost worthless to bother putting any sharpness on the bolts, but signal ing limbs with enderium bolts still cranked out 50+ injuring a shot. Shot.

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