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How to make twilight forest portal 1.7.10

Once you install the mod, you might be wondering how to get into the Twilight Forest? What do you do in the Twilight Forest? Or even where are you going? This simple guide will guide you around the mod and provide some insight into what you're doing. History[edit] Before you even explore the Twilight Forest, you need to get there. This is the first step in exploring a magical world. Making a portal to the Twilight Forest makes a 2x2 level pool (4 square) of water in a grassy area, and perfectly surrounds it with natural things (flowers, mushrooms, mushrooms, leaves, grass, anything considered a plant or leaves). Starting from Version 3.5.263, the portal can be any shape and size, as long as there are at least 4 blocks, but no more than 64 blocks of water. Then throw in a diamond (with the Q key, by default) and stand back! This is what your Twilight Forest Portal should look like: It's also possible to use Podzol, Course dirt or Mycelium for the portal, as long as it's a dirty block and has plants. Don't work? Edit source] If you think you've successfully created the portal, but no lightning strikes, then chances are something might not work properly. Here are some tips to help diagnose the problem. Is the portal too deep? The Twilight Forest portal requires that the depth for water is only 1 block. Any deeper and it will not form. Is the water completely quiet? Just because the portal requires water, that doesn't mean it will accept flowing Water. Make sure every block of Water is a Water Source. Do the flowers cover the entire frame? A common mistake is not surround the portal properly with plants or flowers. Be sure that all corners of the frame have a flower, especially at corners. Note that from 3.5.263 it is not necessary to have plants on the corners. Is the plant or flowering a viable block? The portal is not exactly picky with what you can use, such as flowers, vineyards, leaves, tall grass, etc. However, if a certain block is not specified as a Plant or Leaf Block, even if it says so in the name, it will not count as part of the portal. If you are unsure whether a plant will work, just stick to flowers in Vanilla. Are there dirty or grassy blocks? The portal can use anything that counts as a dirty or grass block. Be sure to completely surround the frame the water, even the corners, and that the bottom of the portal is also dirty or grassy. Note that from 3.5.263 it is not necessary to have dirt or grass blocks in the corners of the frame. Do you use the correct activation item? In general, the portal requires you to use a Diamond to enable the portal. However, some mod packs can change this behavior and change it to another item. Check the Configuration file to see what the portal requires. Is it Water? At this time, the portal requires you to use Water where the portal will be. It can't be a different kind of water another mod. Are you lagging? If you are lagging, it may take some time before forming the portal. Be patient, but if it has continued for more than 20 seconds, then the portal is not going to form. Is Swilght Forest loaded? Sometimes the problem is not caused by player error or the mod itself, but the mod that is not present at all. Check your mods folder to see if it is installed, and if so, make sure the pot file is not corrupt. Note that installing Twilight Forest from sites outside curseforge, the official Minecraft Forum thread, or the GitHub repository can cause the mod to load at all, or report of a tampered jar file. Another note is to check if the server is a Forging Server. If not, no mods will load. If all of the above were checked, but still no portal forms, you might have either encountered an error or another mod could be inconsistent with the creation process. What to beware of[edit] Although much of the Twilight Forest is rather serene, some places are decidedly unsafe. The portals have no specific safeguards. It's rare, but you can get into the courtyard of a rampaging Naga, in a Hollow Hill, on top of a tall tree, or even in a biome you're not yet supposed to be in. Be prepared to defend your portal, or to flee if necessary. Although this is a rare case, but sometimes you can enter the Twilight Forest and there is no portal near you. Be sure to check your environment if your portal is generated elsewhere. How to return to the Overworld[edit] You can make portals back to the Overworld in the same way you initially made the portal to get to the Twilight Forest. Diamondbacks appear in the Twilight Forest at the same rate, and at the same depths as in the Overworld. Lose? Edit source] Your respawn point in the Twilight Forest will be at the same coordinates as your respawn point in the Overworld. That doesn't mean it will be near your portal, or anywhere recognizable. For that reason, it may be advisable to either make your portal near your respawn point, or to place a bed near your portal and use shortly after you arrive. Religion[edit] Some technology mods or ore mods have a tree or leather structure, where you need to build items from one stage to reach the next stage. In the Twilight Forest, you can roughly measure your progress through combat problems. Since most of the forest is peaceful, the problems around the various landmarks are centered. This guide attempts to rank the landmarks through problems, and to break them into tyres, so the organized adventurer can be prepared for what awaits. The first thing you want to do is make yourself a Magic Map. For the Starters] Fence Maze Shallow Caves Little Hollow To slowly ease into the hostility of the Twilight Forest, these landmarks will cover some of the most basic combat strategies and fill up on resources. It can be try with little or no armor, and simple wood, stone, or iron weapons. Fence Mazes is a great place to start, as most monsters die in 1-3 hits of any weapon. The treasure cists inside often have food or other useful supplies for your trip ahead. Small Hollow Hills is a good introduction to the Hollow Hill concept, and can help you build an offer of iron for armor, and Coal for Torches. They may be somewhat claustrophobic compared to the Medium or Large hills, but it can work in your favor, by breaking up packs of monsters, which prevent them from swarming you. Small Hills is also a great place to find Glowstone, if you haven't made a Magic Map yet. If you're not ready for a Hollow Hill yet, exploring the entrances of Caves could help, making sure you don't explore too deeply and potentially lose everything. History[edit] Naga Courtyard Lich Tower Deep Caves Medium Hollow Hill Once you're ready, you can start the Progression system in place. For starters, you need to find a Naga Courtyard, which is easily identified by long, long stone walls and pillars. It is recommended to have iron weapons or higher, because the Naga is formidable and fast. Once slain, you'll get some Naga Scales to make some durable weapons. After that will be a Lich Tower next. Lich Towers are filled with hidden treasure, but they swarm with Skeletons, Zombies, Spiders, Kill themes and maybe some witch and endermen. On top of the tower is the dangerous Lich, which can throw powerful spells if disposal. They are cuddled in combat, protected by magical shields and with a hat of Zombies ready once all the shields are off. Medium Hollow Hills has a little stronger enemies, but more rewarding treasure, including Redstone, Lapis Lazuli, and Gold. That's more spacious than the smaller counterparts, which will make it harder to er friend enemies. Exploring deeper caveats may be needed to raise some resources and prepare yourself for the next phases of Progression. Edit Source] With the Lich slain, a significant portion of the dimension will open to exploration. It is recommended to have some tough armor, which can be easy to harvest, since there is a variety of materials to harvest across the country, whatever you desire, but you need to be prepared. The Labyrinths have extremely rewarding items, even some Blaze Rods for later purposes, or for brewing drinks. Although, precautionary measure is needed, as the long, winding corridors teem with all kinds of specimplies, from irritations to deadly. Waiting in the fenced room awaits the terrifying Minoshroom, which will slaughter you as unprepared. In the middle of the Fire swamp, after surfing through pools of lava and Fire Jets, the Hydra Lair stands, with the Hydra posing a significant threat. They're big, they're dangerous, but the rewards worth it, including the ore ore was once guarded by the Hydra. Deep inside the Dark Forest are remnants of the Twilight Knights at the Goblin Knight Stronghold. These twisted, long corridors contain many goblins and other samples that the Knightmetal equipment has claimed for themselves and are just as prepared as you are. Among these corridors is the final resting place of the Twilight Knights, but they are now the restless and dangerous Knight Phantoms. Once the Knight Phantoms are queuing, the eldritch technology around the Dark Towers begins to operate. Inside is filled with hordes of terrifying specimen, and the most unusual of all treasure. The tower is high, almost as long as the world height limit, and is dangerous to tract without proper preparation. Under the top of the broken tower, the scary your-Ghost looms. The Yeti Lairs deep inside the SnowForest contain the impressive Alpha Yeti, the largest of all the Yetis, which will prove valuable with the craft of Yeti Armory. Upstairs on a Glacier stands a reflective palace, glowing like an aurora. Inside, the Snow Queen, casting dangerous ice games, but has some valuable treasure and weapons for the upcoming challenge. For those for a bit of a challenge, Great Hollow Hills has some of the biggest treasures, but also has the most endangering monsters. Because of the large size, there is plenty of space, opening for some horde of attacks. Not even hiding behind walls can save you from the Wraiths who hide the interior and sometimes outside. The Home Run[edit] Troll Caves Cloud Cottage Thornlands Final Castle The Highlands is a test of will for the adventurer, where they have to go under the ground to find some Magic Beans and an Obsidian Vault. In order to open this vault, the adventurer must go up in the clouds to find a Giant's Pickaxe, held by the all-powerful Giants. Once the vault is open, the Lamp of Cinders can be claimed, and the final piece awaits. The Thornlands stand in the way of the adventurer, but with the Lamp of Cinders they can burn their way through the Thorns and into the Final Plateau. Here, the adventurer will complete the last quest for the Twilight Forest in the Final Castle. For now, nothing is inside, but soon the final challenge will be ready. Ready.

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