

THE FERRET BUSINESS MOD LIST AND CHANGELOG

[Up To Date Google Document](#)

CHANGELOG

0.0.4 - The Customization Update

- **QUESTING AND BLIND BAGS**

- **38 NEW QUESTS AND 43 NEW BLIND BAGS**
 - Building Your Home
 - 5 Malisis Doors Quests
 - 3 New Malisis Blind Bags(1 Cheap, 1 Decent, 1 Good)
 - 1 Tails Quest
 - 8 Chisel 2 Quests
 - 18 New Chisel Blind Bags (11 Cheap, 5 Decent, 1 Good, 1 Amazing)
 - 5 Armourer's Workshop Quests
 - 2 New Armourer's Workshop Blind Bags (1 Cheap, 1 Good)
 - 6 DecoCraft Quests
 - 13 New DecoCraft Blind Bags (13 Cheap)
 - Storing Your Valuables is renamed to Protecting Your Assets
 - 5 Iron Chest Quests
 - 3 Iron Chest Blind Bags (1 Cheap, 1 Decent, 1 Good)
 - 8 Open Modular Turret Quests
 - 4 OMT Blind Bags (1 Cheap, 1 Decent, 1 Good, 1 Amazing)
 - Hardware Store
 - Precious Ore Shipment Added
 - All gem ores and Shiny Ore
 - Supply Contract
 - Added Precious Material Contract
 - All precious gems and Shiny Metal
 - Lowered reward for Large Rare Metal Contract by 10 Coins
 - This puts it back in line with the other Large Metal Contracts
 - Removed Uranium from Rare Ore Shipment listing
 - Uranium Ore is processed into Yellorium now
- **BLIND BAG FIXES**
 - Nether Ore Blind Bags existed, but weren't added to the list, so 4 out of the 150+ blind bags gave nothing as a reward. This has been corrected.
- **QUEST FIXES**
 - Warp Book detection should see crafted warp books properly now
- **STORE FIXES**
 - Hopefully fixed Weak Magical Seeds not being Claimable (hard to reproduce)
 - Changed Large Ore Shipments to use Thermal Foundation Ores instead of IC2
 - I forgot to fix this one, I did fix the Small Ore Shipment previously
 - Fixed typo in Large Common Ore Shipment file
- **CONTRACT FIXES**

- Can now make Large Uncommon Metal Supply Crates with IC2 Uranium Blocks
 - I didn't realize crafting 9 Yellorium together made Uranium Blocks instead of Yellorium.
 - Fixed Large Rare Metal Contract having no rewards
 - Oops...
 - Fixed some seeds not being able to be crated into Seed Supply Crates
- **AGRICRAFT**
 - **CONFIG CHANGES**
 - You now get 4 Crops per recipe instead of 1
 - Disabled Weeds completely
 - Farming and Surviving is tough enough without battling invasive plant species too!
- **APPLIED ENERGISTICS 2**
 - **MOD UPDATE : RV 1 Stable 1 -> RV 2 Beta 8**
 - Part of the update to fix ME Conduits from EnderIO from crashing.
- **BIOMES O PLENTY**
 - **CONFIG CHANGES**
 - Lowered worldgen rate of more wet/river/lake style biomes
 - Disabled OceanFiller
 - This needed to be disabled for the next config change
 - Increased Landmass percentage to 40%
 - This should lower the silly amount of island starting spawns and supergiant oceans.
- **COFH CORE**
 - **MOD UPDATE : 3.0.0B9 -> 3.0.0RC2**
 - **CONFIG CHANGES**
 - Disabled death messages for any named entity
 - This will stop all the spam from Celebrity deaths via Headcrumbs spawning
 - Added Shiny Ore to worldgen
 - Retrogen is enabled as well, so it should regen in previously visited chunks.
- **COMPUTER CRAFT**
 - **MOD UPDATE : 1.65 -> 1.73**
- **DECOCRAFT**
 - **NEW MOD** - Lots and lots of things to decorate your builds with!
 - **DEFAULT CONFIG CHANGES**
 - Enabled Deco Clay dropping from mobs
- **DIMENSIONAL ANCHORS**
 - **NEW MOD** - Chunk Loaders that require fuel.
 - **DEFAULT CONFIG CHANGES**
 - Maximum Chunks a single player can chunkload is 16 (4x4)
 - Enabled Fuel Piping
 - Allows you to fill a Dimensional Anchor via pipes or conduits
 - Enabled Fuel Requirement
 - You MUST Fuel your Dimensional Anchor for it to work.
 - Set default power system to RF
 - Customized Allowable Fuels

- This is a work in progress list, as there are a lot of fuels and I need to get the timing right on them.
 - Coal Block
 - Eye of Ender
 - Fire Charge
 - Dark Steel
 - Solarium
 - Unstable Ingot
 - Mana Diamond
 - Elementium Ingot
- **ENDER IO**
 - MOD UPDATE : 2.2.7.325 -> 2.2.8.349
 - Updated to fix ME Conduits crashing the game.
- **FERRET SHINIES**
 - MOD UPDATE : 1.2.77 -> 1.2.78
 - Added more icons
- **HEADCRUMBS**
 - CONFIG CHANGES
 - Lowered chance of finding Celebrity Heads in Dungeon Chests
 - I was finding 3+ heads per chest a lot of times...thats a bit much.
 - PROPERLY disabled Baabaras spawning
 - There was a bit of confusion on the wording of the variable in the config.
- **HOLOINVENTORY**
 - CONFIG CHANGES
 - This is now Disabled by Default for both server and client. It may be removed later as well.
- **IGUANA TINKERS TWEAKS**
 - NEW MOD - Level and upgrade your Tinker's Construct tools!
 - DEFAULT CONFIG CHANGES
 - Disabled Additional Mobheads and MobHead drop control
 - This is due to how I have Headcrumbs set up
 - Disabled Vanilla/TiCo restrictions
 - This changes things like nerfing vanilla tools, etc
 - Disabled Vanilla/TiCo tweaks
 - This changes things like slowing down mining tool progressing (going from wood to iron to diamond, etc)
 - Disabled Harvest Level Reduction
 - This lowered the harvest level of most Tinker's Tools until you leveled them a few times
 - Set ExtraModifiers to 1
 - New tools can have one modifier on them until leveled up
 - Set Max Tool Level to 99
 - Yes, I'm insane
 - Changed progression of new modifiers / random modifiers
 - Random Bonuses and Extra Modifiers are given alternately every 3 levels up to level 10, 4 levels up to 30, 5 levels up to 60, and 10 levels up to 99

- This means you get a Random Bonus at level 1, an extra modifier at level 4, a random bonus at level 7, etc.
- Changed Exponential Multiplier for XP Boost and X Per Level to 1.10
- Set disableRegularTools to false
 - This setting disables all non-TiCo tools. Good for themed packs, bad for us, so its disabled.
- Set disableStoneTools to false
 - This made Stone tools and parts only useful for making casts.
- Set required gravel to flint crafting recipe to 2 gravel
- Disabled moreModifiersForFlux
 - This made tools require 2 modifiers instead of 1 for balance reasons. There are plenty of “OP” tools in the pack, this is no different =)
- Disabled removeFlintDrops
 - This made it so you could only get flint by crafting 2 gravel together
- Disabled removeObsidianAlloy
 - This prevented people from making Obsidian tools. Not really something we need to restrict in this pack
- **INDUSTRIAL CRAFT 2**
 - MOD UPDATE : 2.2.646 -> 2.2.686
- **INVENTORY TWEAKS**
 - MOD DOWNGRADE: 1.59-dev-152 -> 1.58-147
 - The latest version for 1.7.10 has an odd lag issue over time many people have been experiencing.
- **LYCANITES MOBS**
 - CONFIG CHANGES
 - Changed Beholders from Sky to Underground. They belong in the dungeons not harassing sky bases.
 - Phantoms will not wake you from your slumber now that got SUPER annoying.
 - Disabled Ents spawning around trees (they were breaking tree farms)
 - Disabled Spriggans spawning from harvesting crops (not cool!)
 - Removed Shades and Grues from spawning in the Darkness modifier (they spawn like normal monsters now)
 - Doubled the Search Range for when a mob is looking for other mobs of its type when spawning more (3 beholders were spawning in a 5 chunk span when they were set to limit 1 and 1 spawn rate (rarest spawn))
 - Halved the Weight Scale for ALL Lycanites mobs spawning (Something with the newer version of Lycanites seems to have monsters spawning at a higher rate, even though comparatively Lycanites monsters should be spawning LESS)
 - Abtu Disabled
 - I initially lowered them to 1 or 2 per ‘area’, but I watched multiple people on my personal server get attacked by one, they hit it back, and then it was 5 then 10 then 20 of them suddenly.
 - Re-enabled Vanilla Spawn Control
 - This means some vanilla creatures will be rarer or more common dependant on the biome
- **MALISIS’ DOORS**
 - RECIPE CHANGES

- Added a string to the Curtain recipe due to recipe matching Blackout Curtains from ExUtil.
- **MEKANISM**
 - MOD UPDATE : 7.1.1 -> 7.1.2
 - CONFIG CHANGES
 - Lowered Armored Mob spawn rate.
 - RECIPE CHANGES
 - Added a way to use IC2 Bronze items to make the Bronze Paxel
 - This is a quick and dirty tweak that I'm not happy with, it will be cleaned up for 0.0.5
- **MINEFACTORY RELOADED**
 - MOD UPDATE : 2.8.0RC6 -> 2.8.0RC7
 - CONFIG CHANGES
 - Enabled Cheaper Chunkloader
 - This is in place of my custom recipe from last patch that I had commented out during testing and didn't fix
- **MR TJP Core**
 - MOD UPDATE : 1.0.3.5 -> 1.0.5.11
- **NEI ADDONS**
 - CONFIG CHANGES
 - Disabled Crafting Table addon
 - This prevented being able to use Shift + Click NEI functionality in Tinker's Construct workbenches.
- **NEI INTEGRATION**
 - NEW MOD - Adds more recipes displays in NEI for various mods
- **OPEN MODULAR TURRETS**
 - NEW MOD - Defend your base with powered turrets!
 - RECIPE CHANGES
 - Added a recipe for the Railgun Turret
- **PAMS HARVEST CRAFT**
 - ORE DICTIONARY CHANGES
 - Added the following to listAllSeed so that they can be crafted into Supply Crates
 - Artichoke Seed
 - Candleberry Seed
 - Rutabaga Seed
 - Brussel Sprout Seed
 - Cabbage Seed
 - Okra Seed
 - Cotton Seed
 - Rice Seed
- **PROJECT RED**
 - MOD UPDATE : 4.5.8.59 -> 4.5.12.65
- **RANDOM THINGS**
 - CONFIG CHANGES
 - Enabled sleeping during a blood moon
 - IT WAS ALL A BAD DREAM!

- **THAUMCRAFT**
 - MOD UPDATE : 4.2.3.4 -> 4.2.3.5
 - CONFIG CHANGES
 - Disabled Elder Creatures
 - ◆ These were causing a few people issues with massive entity and particle lag and is a known bug. They can still spawn, but only in very specific circumstances, instead of in worldgen structures.
 - Due to new version, going to re-enable this and see what happens, no reports of the massive lag in the issue tracker for current version
- **THAUMIC TINKERER**
 - MOD UPDATE : Release 162 -> Dev 470
 - Updated to fix various issues, biggest being Osmotic Enchanter crashes.
- **THERMAL DYNAMICS**
 - NEW MOD - Thermal Expansion's Ducts make an epic comeback!
- **THERMAL EXPANSION**
 - MOD UPDATE : 4.0.0B8 -> 4.0.0RC2
- **THERMAL FOUNDATION**
 - MOD UPDATE : 1.0.0RC1 -> 1.0.0RC3
- **TINKER'S CONSTRUCT**
 - CONFIG CHANGES
 - Disabled Keep Hunger on Death, so you don't respawn starving occasionally.
- **VEIN MINER**
 - MOD UPDATE 0.21.2 -> 0.26.0
- **WAILA**
 - MOD UPDATE 1.5.8a -> 1.5.9
- **WHATS THIS PACK**
 - CONFIG CHANGES
 - Actually updated it properly to reflect the new version cause last time I didn't and people were confused that the main menu for 0.0.3 said 0.0.2

0.0.3 - The First Tweak Update

- **HARDCORE QUESTING MODE - FERRET BUSINESS CUSTOM**
 - NEW QUESTS
 - Added Carpenter's Blocks questline to Building Your Home
 - QUEST CHANGES
 - Changed "Any Raw Meat" to "Raw Beef" in the Natural Research quest.
 - Fixed Blind Rewards for Simply Jetpacks
 - Two of the items were old, deprecated components without textures anymore.
 - Separated detection of Backpack vs Big Backpack in the Backpack quests
 - STORE CHANGES
 - Removed Reputation Requirements for initial purchased goods, it was an unnecessary listing
 - Added Ethereal Bloom and Ender Lily to General Store.

- Removed Uranium Ore from Rare Ore Shipments, as it is interchangeable with Yellorium.
 - Staggered Large Ore Shipment unlocks between different Job Title ranks.
 - Added Ender Air to Hardware Store
 - Fixed Uncommon and Rare Dimlet Shipments from being always invisible
 - **CONTRACT CHANGES**
 - Connected supply contracts to the appropriate Store unlock quest and removed the Reputation requirement on the initial ones.
 - Removed Uranium from Rare Metal Supply Crate, as it is interchangeable with Yellorium
 - Added Large Metal Supply Contracts to Supply Contracts
 - Added normal and Large Seed Supply Contracts to Supply Contracts
 - Added Head Hunter Supply Contracts to Production Contracts
- **BIOMES O PLENTY**
 - **ORE DICTIONARY CHANGES**
 - Added Turnip Seeds to listAllseed
- **BOTANIA**
 - **MOD UPDATE - 155 -> 163**
 - [See Full Changelog Here](#)
 - This update SHOULD fix at least SOME of the random strange crashes.
 - **QUEST CHANGES**
 - NEW QUEST : Corporeal Item Logistics
 - Added Warp Lens to Elvish Devices
 - Added Petal Blocks to Form and Function
 - Added Ender Air to Otherworld Materials
 - Because of this, I'm going to add Ender Air to the Store
 - Added End Stone Decorative Blocks to Elven Upgrades
- **COFH CORE**
 - **CONFIG CHANGES**
 - Increased Lead Ore generation to make up for disabling IC2 Lead Ore Worldgen.
 - Increased Redstone Ore generation.
- **ENDER IO**
 - **QUEST CHANGES**
 - Changed "The Long Grind": Coal Powder changed to Pulverized Coal and set to Ore Dictionary.
- **ENDER ZOO**
 - **REMOVED FROM PACK**
 - We've got plenty of mob variety from Lycanites, Witchery, etc.
- **FERRET SHINIES**
 - **MOD UPDATE - 1.2.76c -> 1.2.77**
 - Improperly configured Blind Bag entries will no longer crash the game.
 - **BLIND BAGS**
 - Added Blind Bags for Carpenter's blocks
 - Updated Bind Bags for Botania
 - **ITEM FIXES**
 - Fixed Small Common Ore Shipment and Large Common Ore Shipments to not crash the game when used.

- Fixed Small and Large Common Ore Shipments using a disabled ore (They were using IC2 Copper and Tin instead of Thermal Foundation's)
- **HEADCRUMBS**
 - **MOD UPDATE - 1.3.0 -> 1.3.1**
 - Added EnderZoo heads!
 - -Added a few of new names (as always)
 - -Added a config to blacklist dimensions in which celebrities would spawn in. Nether and End are blacklisted by default.
 - -Added a config option to disable VIPs (Some celebrities have "easter eggs" such as SethBling dropping redstone when dying. Turning this config off will disable this feature completely)
 - -Added a config option to disable Baarbra (Some of the "easter eggs" may include mobs that the celebrities spawn mounted on. This config disables just this "type" of easter egg but not the others)
 - -Updated changed usernames (Unfortunately now that name changing is allowed, I may have to do this more often than I would want to, I wish there was a simpler solution but I can't think of one. If you think of a good solution hit me up.)
 - **CONFIG CHANGES**
 - Disabled Baabara
 - This seriously caused issues on flatworlds, which I use for questline building and item testing. Sometimes in the span of an hour I'd go from 1 Baabara to 45 Baabara.
 - Lowered Maximum Celebrity Groupsize to 2
 - Lowered Celebrity Spawn Chance to 12
- **HOLOINVENTORY**
 - **CONFIG CHANGES**
 - Set Keystate to 1.
 - This means you can bind a key in-game to toggle holoinventory on and off.
- **INDUSTRIAL CRAFT 2**
 - **CONFIG CHANGES**
 - Disabled Lead Ore worldgen.
 - **ORE DICTIONARY CHANGES**
 - Added Crop Seeds to listAllseed
- **INFERNAL MOBS**
 - **CONFIG CHANGES**
 - Increased Elite Rarity from 15 to 20
 - This means 1 in 20 mobs will be Elite.
 - Increased Ultra Rarity from 7 to 20
 - This means 1 in 20 Elite mobs will be Ultra
 - Increased Infernal Rarity from 7 to 20
 - This means 1 in 20 Ultra mobs will be Infernal
 - Lowered Maximum Single Shot Damage from 10 to 6
 - This is equal to 3 hearts worth of damage instead of 5
 - Disabled Regen
 - Some creatures were reported to have extreme health regen
 - Disabled Vengeance
 - Disabled Ghastly

- I thought this was disabled before, but was informed it wasn't when someones house was burned to the ground from an instant health-regenning ghastr fireballing zombie in the middle of the day....
- **LYCANITE'S MOBS**
 - **MOD UPDATE - 1.10.0c -> 1.10.11.2**
 - This update resets the configs as a lot of new options are added. I will go back through and re list all the changes new and old.
 - **CONFIG CHANGES**
 - **OVERALL** : Lowered Area Limits, Group Size, and Spawn Weight
 - This is so that theres a good balance between creatures from this mod, and from vanilla/other mods.
 - Set Vanilla Spawning to false
 - This removed some vanilla spawns from deserts
 - Disabled Lycanites Monsters attacking Villagers and Animals
 - Disabled Events
 - The constant popups and whatnot were distracting and fairly annoying.
 - **DESERT MOBS**
 - Gorgomite Swarm Limit lowered to 6
 - **INFERNO MOBS**
 - Disabled Lobber
 - Disabled Khalk dissolving into lava upon death.
 - Blacklisted from Overworld
 - Standing Fires and Lava were so infrequent, that when you DID have them, a billion Cinders would instantly spawn.
 - **JUNGLE MOBS**
 - Concapede Disabled
 - Concapede Segment Disabled
 - Disabled Poop Clouds
 - Filed under "Things I'd Never Think I'd Type"
 - Lowered Vespide Queen Swarm Limit to 5.
 - **MOUNTAIN MOBS**
 - Disabled Geonache
 - Disabled Troll Griefing
 - This sounds amusing until he busts down your house wall like a maniacal kool-aid man who just wants your blood instead of a sugary fruity drink.
 - **PLAINS MOBS**
 - Disabled Kobold Thievery and Torch Stealing
 - **SHADOW MOBS**
 - Disabled Epion Griefing
 - This is where they explode when in sunlight
 - Disabled Geists from bursting into Shadowfire on death
 - **SWAMP MOBS**
 - Disabled Eyewig
 - Disabled Poison Clouds
 - Disabled Ettin Griefing

- **MINEFACTORY RELOADED**

- **RECIPE CHANGES**

- Changed the Chunk Loader to require an Eye of Ender instead of a Nether Star. This is because I will not be adding Chicken Chunks or other 'free' way to do chunkloading.

- **NATURA**

- **ORE DICTIONARY CHANGES**

- Added Cotton and Barley seeds to listAllseed
 - Or attempted to, as they seem to act weird with minetweaker trying to update them...

- **PNEUMATICRAFT**

- **ORE DICTIONARY CHANGES**

- Added all plastic seeds to listAllseed

- **RANDOM THINGS**

- **CONFIG CHANGES**

- Lowered Blood Moon chance from 5% to 3%
 - Lowered Blood Moon spawn limit multiplier from 3 to 2
 - During a Blood Moon, the maximum creature cap is multiplied by this
 - Increased minimum range a creature can spawn from someone during a Blood Moon from 3 to 12
 - This is still half the Vanilla range. With Infernal Mobs, creatures spawning right next to you isn't that fun.
 - Lowered speed monsters spawn during a Blood Moon from 3 to 2
 - Extra creatures spawned during a Blood Moon will despawn in the morning.

- **RFTOOLS**

- **MOD UPDATE 2.31b -> 2.50**

- [See Full Changelog Here](#)

- **CONFIG CHANGES**

- Changed more Dimlet rarities from default 0

- **STORE CHANGES**

- Updated the Dimlet Shipments purchasable in the Shop.

- **VEIN MINER**

- **CONFIG CHANGES**

- Added Project Red tools to Tool List
 - Added Blood Magic tools to Tool List
 - Added Biomes O Plenty tools to Tool List
 - Added more Botania tools to the Tool List
 - Added Ender IO tools to the Tool List
 - Added Extra Utilities tools to the Tool List
 - Added Forestry tools to the Tool List
 - Added Industrial Craft 2 tools to the Tool List
 - Added Mekanism tools to the Tool List
 - Added Natura tools to the Tool List
 - Added Tinker's Construct tools to the Tool List
 - Added Thaumcraft tools to the Tool List
 - Added Thaumic Tinkerer tools to the Tool List
 - Added Twilight Forest tools to the Tool List

- Added Witchery tools to the Tool List
 - Added Applied Energistics tools to the Tool List
 - Added Aura Cascade tools to the Tool List
 - Added Magical Crops tools to the Tool List
- **WITCHERY**
 - **ORE DICTIONARY CHANGES**
 - Added Wormwood Seeds to listAllseed

0.0.2 - INITIAL PUBLIC RELEASE

- The changelog will do its best to list out **EVERY CHANGE** from 'default' status or previous changes. I've done a LOT with this modpack, so I might not remember some things.
- **HARDCORE QUESTING MODE - FERRET BUSINESS CUSTOM**
 - Quests are used to give players direction and a goal, and to help guide players through every mod in the modpack.
 - Over 100 quests to start with, covering three major mods and some minor ones, which regular planned updates to add more quests.
 - Doing quests raises you up the corporate ladder, giving you a better Job Title and opening up more things to purchase in The Shop.
 - Buying (The Shop) and Selling (Supply Contracts) of many items and resources.
 - Buying items gives you points in a Rewards Program, which can lower the cost of all Shop items!
 - Fulfilling Supply Contracts opens up more lucrative deals as you become a well known Trader.
 - Aid in Research by collecting samples from almost every monster in the game, and get rewarded with reputation and money.
 - Non-Hardcore questing mode is default : hearts are NOT given out, as this is not a Hardcore pack.
 - Custom GUI elements and icons.
- **AGRICRAFT**
 - Disabled Weed Spreading. Weeds are still enabled though.
- **BACKPACK**
 - Questline Completed - Located in Exploring Your World page
- **BIBLIOCRAFT**
 - Questline Complete - Located in Building Your Home page
 - Recipe and Ore Dictionary Changes
 - Changed Tape Reel recipe to use Ore Dictionary items.
 - Changed Clipboard recipe to use Ore Dictionary items
 - Changed Slotted Book to use any Label and be Shapeless
 - Changed Tinted Reading Glasses to be craftable in the 2x2 grid instead of 3x3 only
 - Added Typewriters to ferretAllTypewriter
 - Added Clocks to ferretAllGrandfatherClocks
 - Added Fancy Workbenches to ferretAllFancyWorkbench
 - Added Painting Frame (Borderless) to ferretAllBorderlessPaintingFrame
 - Added Painting Frame (Single Tier) to ferretAll1TierPaintingFrame
 - Added Map Frames to ferretAllMapFrame
 - Added Waypoint Compass to ferretAllWaypointCompass
 - Added Bookcases to ferretAllBookcase

- Added Cases to ferretAllCase
 - Added Tool Racks to ferretAllToolRack
 - Added Shelves to ferretAllShelf
 - Added Potion Shelves to ferretAllPotionShelf
 - Added Tables to ferretAllTable
 - Added Desks to ferretAllDesk
 - Added Seats to ferretAllSeat
 - Added Seat Backs to ferretAllSeatBack
- **BIOMES O' PLENTY**
 - Questline Completed - Located in Exploring Your World page
 - Amethyst and Pixie Dust drops from Infernal Mobs now.
 - Enables crafting of Amethyst tools and armor.
 - Pixie Dust is also still obtainable from Pixies that spawn in Mystic Springs.
 - Recipes Changed :
 - Ancient Staff Pole, Handle, Topper, and Staff itself have their original recipes re-added. Promised Land has been removed, but the Staff itself can be made and turned in for a reward in the Advanced Contracts section.
 - Added recipe for Celestial Crystal Shards : takes one of each Biomes o Plenty gemstone + an Emerald to make a few Celestial Crystal Shards.
 - This enables Ambrosia to be craftable again.
 - Added berry to listAllberry and listAllfruit
 - Added Wild Carrot to listAllveggie and cropCarrot
 - Added all mushrooms to listAllmushroom and listAllveggie
 - Added Portabello to cropWhitemushroom
 - Changed Fruit Salad, Veggie Salad, and Shroom Salad to use the Ore Dictionary
 - You can now burn Shrubs in the Furnace to get Dead Bushes
 - Added a few recipes to convert grass varieties(damp grass, medium grass, etc) into vanilla grass
- **BOTANIA**
 - Questline Completed - Located in Magical Flowers
 - Disabled Smokey Quartz Blocks due to Thaumic Tinkerer
 - Disabled Hand of Ender from pickpocketing other player's Ender Chests
 - Disabled Fallen Kanade flower due to Blood Magic
 - Lowered particle rate from normal Mystical Flowers
 - Set Power System particles to low mode, due to size of modpack (Less particles, less lag)
 - Set Thermalily to only absorb Lava when its on top of Obsidian (due to Blood Magic)
 - Disabled version checking to reduce map load chat spam
 - Lowered number of patches and size of patches of WoldGen flowers, due to many other mods having worldgen flora, and to encourage a bit more exploration
 - Ore Dictionary and Recipe Changes
 - Added all Floral Powders to ferretAllflowerpowder
 - Added recipe to create regular Minecraft Seeds with Floral Powder + Any Seed
- **BOTANY**
 - Ore Dictionary and Recipe Changes
 - Changed all Trowel recipes to use a wood plank instead of wood sticks.
- **DENSE ORES**
 - Questline Completed - Located in Exploring Your World page
- **ENDER STORAGE**

- Questline Completed - Located in Storing Your Valuables page
- **EXTRA BEES AND TREES**
 - Ore Dictionary Changes
 - Added Blackberry to cropBlackberry, listAllberry, listAllfruit
 - Added Blueberry to cropBlueberry, listAllberry, and listAllfruit
 - Added Raspberry to cropRaspberry, listAllberry, and listAllfruit
- **FERRET SHINIES**
 - Custom mod coded specifically for this modpack (not open to use in other modpacks for the time being)
 - Silver Coins, Bag of Coins, and Shop Vouchers - The various Currencies of the modpack.
 - Supply Crates - Used to package items up for Shipping (Selling) to The Ferret Business.
 - Blind Bag System - A wide range of one-use items that give a single item from a pre-defined list, given as rewards for completing quests and exploring the world.
 - Ore Dictionary changes :
 - New entry called ferretcrops
 - Added listAllfruit, listAllveggies, and listAllpeppers to ferretcrops
 - New entry called ferretjuicer
 - Added Pams Juicer and Magical Crops Juicer to ferretjuicer
 - New entry called ferretAllrawmeat
 - Added listAllmuttonraw, listAllchickenraw, listAllbeefraw, listAllporkraw, listAllmeatraw, and listAllfishraw to ferretAllrawmeat
 - New entry called ferretAllnormalseed
 - Added listAllseed to ferretAllnormalseed
 - Null Tokens - Icons and Ore Dictionary Entries for items in mods that :
 - Do not display correctly in the HQM
 - Have many iterations covering more than one Item ID (this makes Fuzzy Detection useless)
 - Use Meta ID's but different names, making the player consider the item shown being the ONLY valid item
 - Items with multiple valid possibilities can be shown as "Any Item" instead of "Oak Item".
 - Null Tokens Added for :
 - Bibliocraft
- **FLAT SIGNS**
 - Questline Complete - Located in Building Your Home page
- **FORESTRY**
 - Recipe and Ore Dictionary Changes
 - Added all mushrooms to listAllmushroom and listAllveggie
- **HEADCRUMBS**
 - Lowered chance of Celebrity Spawns from 80 to 25
 - Lowered celebrity spawn group size from 4 minimum, 4 maximum to 1 minimum, 3 maximum
 - Increased Player Head Loot Weight (for dungeon loot) from 3 to 8
- **HOLO INVENTORY**
 - Disabled displaying stacks for items
 - Disabled holoinventory on some inventories, such as pedestals, picture frames, item frames, etc. Many many more need to be banned as I find them.
- **INDUSTRIAL CRAFT 2**

- Disabled Copper Ore and Tin Ore Generation
- **INFERNAL MOBS**
 - Infernal Mobs now drop Blind Bags, Biomes O Plenty Amethyst Gems and Pixie Dust, and Bags of Silver Coins.
 - Disabled Storm modifier - Boss creature with Storm can hit you with lightning if it is loaded, whether you can see it or not.
 - Disabled Cloaking modifier
 - Disabled Fiery modifier - Enough things set you on fire and poison you as it is.
 - Disabled Rust modifier- Hard earned tools wearing down faster is not fun.
 - Disabled Sticky modifier - Since mobs can sometimes 'bug out' and vanish on you, a stolen weapon being lost this way is not fair.
- **LYCANITES MOBS**
 - Lycanites mob limits lowered heavily across the board to keep diversity of vanilla/other mod creatures even.
 - Events (like Boulder Dash, etc) are disabled due to distracting popups and spammy nature.
 - Troll Griefing (block breaking) disabled, because a wall of your base exploding like the Kool-aid man popping in is not fun.
 - Geonach disabled, as Vein Miner can cause these to spawn in large groups suddenly.
 - Afrit and Lobber disabled : multiple mods need standing pools of lava for some items, and both of these monsters can light large areas on fire.
 - Concapede disabled due to amount of segments it can spawn (even when limited) and lag it can cause.
 - Kobold Thievery (stealing gold/diamonds/etc from you) disabled.
 - Eyewig disabled.
- **MAGICAL CROPS**
 - Magical Seeds only given as rewards in Blind Bags and when purchased from The Shop.
 - Regular crop seeds still obtainable by breaking tall grass.
 - Essence Ore Veins disabled.
 - Seed crafting recipes removed.
 - Fixed recipes for Aluminum, Cobalt, Ardite, Oil, Iridium, and Osmium Essence crafting.
 - Chance for a double seed reduced to 1%
 - Magic Essences have a chance from dropping from fully grown and harvested crops
 - Essences can be used to craft Potions with the new Brewing System added to Magical Crops
 - Essences can be used for special Essence equipment as well.
 - May also be collected and Crated for Supply Contracts.
 - Ore Dictionary and Recipe changes
 - Added Chili Pepper to cropChilipepper and listAllpeppers.
 - Added Blackberry, Blueberry, Strawberry, and Raspberry to their respective crop____, listAllfruit, and listAllberry
 - Added Cucumber to cropcucumber, listAllgreenveggie, and listAllveggie
 - Added Grapes to cropGrape and listAllfruit
 - Added Sweetcorn and Tomato to their respective crop____ and listAllveggie
 - Added Raw Mutton to foodMuttonraw, listAllmuttonraw, and listAllmeatraw
 - Added Cooked Mutton to foodMuttoncooked, listAllmuttoncooked, and listAllmeatcooked
 - Added Raw Calamari to foodCalamariraw and listAllfishraw
 - Added Cooked Calamari to foodCalamaricooked and listAllfishcooked

- Added all juices to their respective food____juice and listAlljuice
 - Added Juice Squeezer to ferretjuicer
 - Changed Magical Food recipe to be surrounded by anything in the Ferret Crops ore dictionary.
 - Changed all Juice recipes to use ore dictionary for their respective food item and juicer tool.
 - Changed all Stew recipes to use ore dictionary for their respective food items
- **MEKANISM**
 - Disabled Tin Ore Generation
- **MINECRAFT**
 - Recipe and Ore Dictionary Changes
 - Added melon (slice) to listAllmelon and listAllfruit
 - Added all mushrooms to listAllveggie
 - Added potato to listAllrootveggie
 - Added Salmon, Puffer Fish, and Clownfish to listAllfishraw
- **MINEFACTORY RELOADED**
 - Disabled Milk Bucket Replacement (this allowed you to place milk like water, but was breaking some recipes)
- **MYWORLDGEN**
 - Questline Complete - Located in Exploring Your World page
- **MORPH**
 - Questline Complete - Located in Exploring Your World page
- **NATURA**
 - Questline Complete - Located in Exploring Your World page
 - Ore Dictionary Changes
 - Added Blackberry to cropBlackberry, listAllberry, and listAllfruit.
 - Added Blueberry to cropBlueberry, listAllberry, and listAllfruit
 - Added Raspberry to cropRaspberry, listAllberry, and listAllfruit
 - Added all mushrooms to listAllmushroom
- **NETHER ORES**
 - Questline Complete - Located in Exploring Your World page
 - Disabled Pigmen from getting angry you are mining Nether Ore. Because pigmen are ridiculously strong and not fun to fight.
 - Disabled Nether Ores from exploding. With the amount of ore around, and Vein Miner, this didn't end nicely during testing
 - Lowered Hellfish maximum health from 12.5 to 10.
- **PAM'S HARVEST CRAFT**
 - Ore Dictionary and Recipe Changes
 - Added Juicer to ferretjuicer
 - Added recipes for Gardens. They require 6 of any seed, 2 bonemeal, and 1 dye.
- **PNEUMATICRAFT**
 - Disabled plant spreading due to lag issues for longer running worlds
 - Added recipes : each Pneumaticraft plant seed can be crafted by combining any seed with the appropriate colored dye.
- **RFTOOLS**
 - Liquid dimlet rarities configured for the wide variety of mods. No, you cannot find liquid manyullun or liquid UU-matter as a common dimlet
- **ROGUELIKE DUNGEONS**

- Questline Complete - Located in Exploring Your World page
- **SIMPLY JETPACKS**
 - Questline Complete - Located in Exploring Your World page
- **THAUMCRAFT**
 - Reduced chance of Taint biome spreading to 1 in 600 chance.
- **THERMAL EXPANSION / FOUNDATION**
 - Increased vein size of Copper and Tin.
- **VEINMINER**
 - Sneak when breaking a block to activate
 - Maximum blocks and distance to 16
 - This is so accidental vein mining of a house doesn't destroy it completely.
- **WAILA**
 - Moved tooltip near map so that Infernal Mobs random names and modifiers can be seen.
- **WARP BOOK**
 - Questline Complete - Located in Exploring Your World page
- **WITCHERY**
 - Ore Dictionary Changes
 - Added Snowbell, Belladonna, Mandrake, and Water Artichoke seeds to ferretAllnormalseed

0.1 - PRIVATE BUILDER RELEASE

MOD LIST

This is the current mod list for The Ferret Business, including links directly to the home page for each mod. If you are viewing this page through the included PDF in the modpack, you can view the latest updates to this document [Here](#).

AGRICRAFT

AUTHOR: InfinityRaider

LINK: [Curse Page](#)

WIKI: None

TYPE : Technology

INFO : Adds IC2 style crops, where you can crossbreed many plants into single plants, and breed better seeds to give better yields and faster growth and more!

PERMISSION : MIT License

ARMOR STATUS HUD

AUTHOR: bspkrs

LINK: [Minecraft Forums](#)

WIKI: None

TYPE : HUD

INFO : Adds information to the UI on armor and weapon durability.

PERMISSION : Open (Spreadsheet)

ARMOURER'S WORKSHOP

AUTHOR: Riskyken

LINK: [Minecraft Forums](#)

WIKI : None

TYPE : Customization

INFO : Adds the ability to make custom armor and weapon models using pixelblocks.

ADDS : Weapon Customization, Armor Customization, Tools

PERMISSION : Creative Commons Share-Alike ([Via Github](#))

APPLIED ENERGISTICS 2

AUTHOR: AlgorithX2

LINK: [Minecraft Forums](#)

WIKI : [Applied Energistics Website](#)

TYPE : Technology

INFO : Adds large item storage network that lets you craft, manipulate, and transport items and fluids

ADDS : Item Storage, Machinery, World Gen

PERMISSION : Open (Spreadsheet)

ANOTHER ONE BITES THE DUST

AUTHOR: ganymedes01

LINK: [Minecraft Forums](#)

WIKI: None

TYPE : Add-On

INFO : Adds dust versions to multiple mod ores.

ADDS : Quality of Life

PERMISSION : Open (Spreadsheet)

AURA CASCADE

AUTHOR: Pixlepix

LINK: [Curse Page](#)

WIKI : [Curseforge Page](#)

TYPE : Magic

INFO : Adds a complex magical system based around transferring Aura between nodes in various ways to increase their power and utilize it.

ADDS : Items, Tools, Power System (Aura), Armor, Weapons

PERMISSION : MIT License

BACKPACKS

AUTHOR: Eyedamos

LINK: [Minecraft Forums](#)

WIKI : None

TYPE : Utility

INFO : Adds craftable backpacks that can be worn on the back.

ADDS : Item Storage

PERMISSION : Open (Spreadsheet)

BD LIB

AUTHOR: bdew

LINK: [Bdew Website](#)

TYPE : Core / Library

INFO : Core Mod for Gendustry and NEI Addons.

PERMISSION : Open (Spreadsheet)

BIBLIOCRAFT

AUTHOR: Nunchaz

LINK: [Minecraft Forums](#)

WIKI: [Bibliocraft Webpage](#)

TYPE : Furniture

INFO : Adds a wide variety of decorative and functional furniture, including bookcases, display cases, desks, chairs, and more.

ADDS : Furniture, Item Storage

PERMISSION: Open (Spreadsheet)

BIBLIOWOODS

AUTHOR: Nunchaz

LINK: [Minecraft Forums](#)

WIKI: [Bibliocraft Webpage](#)

TYPE : Add-On

INFO : Adds more wood varieties to bibliocraft furniture from various other mods.

ADDS : Furniture, Item Storage

PERMISSION: Open (Spreadsheet)

BIG REACTORS

AUTHOR: Erogeous Beef

LINK: [Big Reactors Website](#)

WIKI: [Technic Pack Wiki](#)

TYPE : Technology

INFO : Adds large, complex power reactors that can generate lots of power.

ADDS : World Gen, Machinery, Power Generation (RF)

PERMISSION: Open (spreadsheet)

BINNIES MODS (MORE BEES, TREES, FLOWERS, AND GENETICS)

AUTHOR: Binnie

LINK: [Minecraft Forums](#)

WIKI: [Binnie's Mods Wiki](#)

TYPE : World

INFO : Expands on the Bees and Trees from Forestry, and adds breeding new trees and flowers and manipulating the genetics of all three.

ADDS : World Gen, Machinery, Tools, Armor

PERMISSION : Open (Spreadsheet)

BIOMES O PLENTY

AUTHOR: TDWP_FTW, Adubbz

LINK: [Reddit Subreddit](#)

WIKI: [Biomes O' Plenty Wiki](#)

TYPE : World

INFO : Adds a wide variety of new biomes to world generation.

ADDS : World Generation, Items, Food, Weapons, Armor

PERMISSION : Open (Spreadsheet)

BLOOD MAGIC

AUTHOR: WayofTime

LINK: [Minecraft Forums](#)

WIKI: [FTB Wiki](#)

TYPE : Magic

INFO : Adds a magic system based around sacrificing blood to power spells.

ADDS : Magic Items, Magic Spells, Weapons, Armor

PERMISSION: Open (Spreadsheet)

BOTANIA

AUTHOR: vazkii

LINK: [Minecraft Forum](#)

WIKI: [Botania Website](#)

TYPE : Magic

INFO : Adds a magic system based around flowers and nature.

ADDS : Magic Items, Plants, World Gen, Weapons, Armor, Accessories

PERMISSION: Open (Spreadsheet)

BUILDRAFT

AUTHOR: CovertJaguar, SirSengir, Krapht, cpw, spacetoast, asielib

LINK: [Buildcraft Website](#)

WIKI: [Buildcraft Wiki](#)

TYPE : Technology

INFO : Adds a variety of machinery and energy generation and automated methods of doing things.

ADDS : Item Storage, Machinery, World Gen, Energy System(RF), Item Transport, Tools

PERMISSION: Open (Spreadsheet)

CARPENTER'S BLOCKS

AUTHOR: Mineshopper

LINK: [Minecraft Forums](#)

WIKI: [Carpenter's Blocks Website](#)

TYPE : Building

INFO : Adds blocks that you can customize the shape and texture of. Also adds texturable beds, doors, and other blocks.

ADDS : Furniture, Decoration

PERMISSION: Open (Spreadsheet)

CHISEL 2

AUTHOR: TheCricket26

LINK: [Minecraft Forums](#)

WIKI: [CurseForge Site](#)

TYPE : Building

INFO : Adds the ability to customize the textures of many vanilla and mod blocks.

ADDS : Decoration, Worldgen

PERMISSION: Open

CODE CHICKEN CORE

AUTHOR: chickenbones

LINK: [Minecraft Forums](#)

TYPE : Core / Library

INFO : Core Mod for Ender Storage and Not Enough Items.

PERMISSION : Open (Spreadsheet)

COFH CORE

AUTHOR: TeamCOFH

LINK: [COFH Website](#)

TYPE : Core / Library

INFO : Core Mod for Thermal Expansion, Nether Ores, and Minefactory Reloaded.

PERMISSION : Open (Spreadsheet)

COFH LIB

AUTHOR: TeamCOFH

LINK: [COFH Website](#)

TYPE : Core / Library

INFO : Library Mod for various mods.

PERMISSION : Open (Spreadsheet)

COMPACT MACHINES

AUTHOR: Davenonymous

LINK: [Minecraft Forums](#)

WIKI: None

TYPE : Technology

INFO : Adds upgradeable machines that are their own pocket dimension, enabling you to make more compact bases.

ADDS : Base Storage

PERMISSION : Open (Spreadsheet)

COMPACT SOLAR ARRAYS

AUTHOR: cpw

LINK: [Industrial Craft Forums](#)

WIKI: None

TYPE : Add-On

INFO : Adds variation of the IC2 Solar Panel, condensing large solar arrays into a single, less system intensive, block.

ADDS : Power Generation (EU)

PERMISSION : Open (spreadsheet)

COMPUTERCRAFT

AUTHOR: dan200

LINK: [Computercraft Website](#)

WIKI: [Computercraft Wiki](#)

TYPE : Technology

INFO : Adds computers that you can program to do a wide array of tasks via Lua scripting.

ADDS : Machines, Tools

PERMISSION: Open (spreadsheet)

DECOCRAFT

AUTHOR: Razzleberry Fox

LINK: [Minecraft Forums](#)

WIKI: None

TYPE : Decoration

INFO : Adds hundreds of props, decorative elements for any design.

ADDS : Items, Decoration, Furniture

PERMISSION: Open (Spreadsheet)

DENSE ORES

AUTHOR: RWTema

LINK: [Github Repository](#)

WIKI: None

TYPE : World

INFO : Modifies veins of ores to add Dense ores, which can drop more than one ore when broken.

ADDS : World Gen

PERMISSION: Open (Spreadsheet)

ENDER IO

AUTHOR: CrazyPants

LINK: [Minecraft Forums](#)

WIKI: [EnderIO Wiki](#)

TYPE : Technology

INFO : Adds compact item, fluid, and energy transport systems, machinery, generators, and much more.

ADDS : Machinery, Item Transport, Energy Generation (RF), Tools, Armor, Weapons, Item Storage, Decoration

PERMISSION: Open (spreadsheet)

ENDER STORAGE

AUTHOR: Chickenbones

LINK: [Minecraft Forums](#)

WIKI: None

TYPE : Magic

INFO : Adds custom ender chests that you can color code to connect to each other.

ADDS : Item Storage

PERMISSION: Open (spreadsheet)

ENDER ZOO

AUTHOR: CrazyPants

LINK: [Curseforge Page](#)

WIKI: [Curseforge Page](#)

TYPE : Creature

INFO : Adds a small variety of special creatures and monsters, and a few new tools.

ADDS : Creatures, Tools

PERMISSION: Open (spreadsheet)

ENHANCED PORTALS 3

AUTHOR: KzariusRex, Alz454

LINK: [Minecraft Forums](#)

WIKI: [GitHub Wiki](#)

TYPE : Technology

INFO : Adds the ability to open custom portals to anywhere.

ADDS : Machinery, Teleportation

PERMISSION: Open (Spreadsheet)

EXTRA UTILITIES

AUTHOR: RWTema

LINK: [Minecraft Forums](#)

WIKI: None

TYPE : Technology

INFO : Adds a wide variety of useful tools and machines.

ADDS : Item Storage, World Gen, Item Transport, Energy Transport, Energy Generation (RF), Tools
WIKI: Open (spreadsheet)

FERRET SHINIES

AUTHOR: Caigan / Erdenshire
LINK: None - this is a custom mod written specifically for this modpack
WIKI: None
TYPE : World, Blind Bags
INFO : Custom mod that adds a variety of custom content to this modpack, including Blind Bags (random single item rewards akin to HQM Reward Bags).
ADDS : Items
PERMISSION : Private (I helped code it)

FASTCRAFT

AUTHOR: Player
LINK: [IC2 Forums](#)
WIKI: None
TYPE : Utility
INFO : Improves load times and memory usage of Modded Minecraft.
ADDS : Quality of Life.
PERMISSION : Notify (<http://i.imgur.com/nljVImS.png>)

FLAT SIGNS

AUTHOR: Myrathi
LINK: [FTB Forums](#)
WIKI: None
TYPE : Utility
INFO : Enables ability for signs to be placed flat on the floor or ceiling, and to edit signs with sponges.
ADDS : Utility
PERMISSION: Open (Spreadsheet)

FORESTRY

AUTHOR: SirSengir
LINK: [Forestry Webpage](#)
WIKI: [Forestry Webpage](#)
TYPE : Technology
INFO : Adds a variety of machines and automation to growing trees and plants, also adds bee breeding.
ADDS : Item Storage, Machinery, World Gen, Energy Generation (MJ)

PERMISSION: Open (Spreadsheet)

FOXLIB

AUTHOR: Kihira

LINK: [Curse Page](#)

TYPE : Core / Library

INFO : Core Mod for Tails.

PERMISSION : Open (Spreadsheet)

GENDUSTRY

AUTHOR: bdew

LINK: [Gendustry Website](#)

WIKI: [Gendustry Website](#)

TYPE : Technology

INFO : Makes Forestry bee breeding easier with a wide variety of machines.

ADDS : Machinery

PERMISSION : Open (Spreadsheet)

GROWTHCRAFT

AUTHOR: Gwafu

LINK: [Minecraft Forums](#)

WIKI : [Growthcraft Wiki](#)

TYPE : Crops

INFO : Adds a variety of things you can grow and drinks you can brew for various effects.

ADDS : World Gen, Furniture, Tools, Food

PERMISSION : Open (Spreadsheet)

HARDCORE QUESTING MODE - FERRET BUSINESS CUSTOM

AUTHOR: lorddusk, Newcastlegeek, Vswe

LINK: [Curseforge Page](#)

WIKI: None

TYPE : Utility

INFO : Adds a quest book and ability to implement custom quests and lore into a map.
This edition has custom art for this pack specifically.

ADDS : Questing

PERMISSION: Custom Permission ([Permission Request](#))

HOLOINVENTORY

AUTHOR: dries007

LINK: [Minecraft Forums](#)

WIKI: None

TYPE : UI

INFO : Enables a holographic display of chest contents when aiming at it.

ADDS : Quality of Life

PERMISSION: Open (spreadsheet)

ICHUNUTIL

AUTHOR: iChun

LINK: [iChun Website](#)

TYPE : Core / Library

INFO : Core Mod for Morph.

PERMISSION : Open (Spreadsheet)

INDUSTRIAL CRAFT 2

AUTHOR: IC2 Dev Team

LINK: [Industrial Craft Website](#)

WIKI: [Industrial Craft Wiki](#)

TYPE : Technology

INFO : Adds machinery and tools to do a variety of things

ADDS : Item Storage, Machinery, World Gen, Energy System (EU), Tools, Weapons, Armor

PERMISSION: Open (spreadsheet)

INFERNAL MOBS

AUTHOR: AtomicStryker

LINK: [Minecraft Forums](#)

WIKI: [AtomicStryker Website](#)

TYPE : World

INFO : Adds Diablo style boss modifiers to rare, difficult creatures.

ADDS : Creatures

PERMISSION : Permission Required (<http://i.imgur.com/7oso6HT.png>)

IN-GAME WIKI MOD

AUTHOR: MineMaarten

LINK: [Curse Forge Page](#)

WIKI: None

TYPE : Add-on

INFO : Adds support for in-game wiki loading for mods that have it enabled.

ADDS : Quality of Life

PERMISSION: Open (spreadsheet)

INVENTORY TWEAKS

AUTHOR: Kobata

LINK: [Minecraft Forums](#)

WIKI: None

TYPE : UI

INFO : Better sorting and management of inventories.

ADDS : Quality of Life

PERMISSION: Open (spreadsheet)

IRON CHESTS

AUTHOR: cpw

LINK: [Minecraft Forums](#)

WIKI: None

TYPE : Furniture

INFO : Adds upgradeable chests.

ADDS : Item Storage

PERMISSION: Open (spreadsheet)

JABBA

AUTHOR: ProfMobius

LINK: [Minecraft Forums](#)

WIKI: None

TYPE : Furniture

INFO : Adds barrels that can store multiple stacks of items. Barrels can be upgraded with a variety of functions.

ADDS : Item Storage, Tools

PERMISSION: Open (spreadsheet)

JOURNEY MAP

AUTHOR: techbrew

LINK: [Minecraft Forums](#)

WIKI: [Journeymap Wiki](#)

TYPE : HUD

INFO : Adds a minimap and large map and the ability to add waypoints.

ADDS : Mini Map

PERMISSION: Open (spreadsheet)

LYCANITES MOBS

AUTHOR: Lycanite

LINK: [Minecraft Forums](#)

WIKI: [Lycanite Website](#)

TYPE : World

INFO : Adds a wide variety of peaceful and hostile mobs.

ADDS : Creatures

PERMISSION : Open (Spreadsheet)

MAGICAL CROPS

AUTHOR: Mark719

LINK: [Minecraft Forums](#)

WIKI : [Magical Crops Website](#)

TYPE : Crops

INFO : Add crops that can be used to grow essences that can be crafted into metals, gemstones, armor, weapons, and more.

ADDS : Crops, Armor, Weapons

PERMISSION : Open (Spreadsheet)

MALISIS CORE

AUTHOR: Ordinastie

LINK: [Minecraft Forums](#)

TYPE : Core / Library

INFO : Core Mod for Malisis Doors.

PERMISSION : Open (Spreadsheet)

MALISIS DOORS

AUTHOR: Ordinastie

LINK: [Minecraft Forums](#)

WIKI : None

TYPE : Building

INFO : Adds custom doors that can use any solid block texture and open in a wide variety of ways.

ADDS : Decoration, Machines

PERMISSION : Open (Spreadsheet)

MANTLE

AUTHOR: mDiyo, progwml6

LINK: [Curse Page](#)

TYPE : Core / Library

INFO : Core Mod for multiple mods.

PERMISSION : Open (Spreadsheet)

MEKANISM

AUTHOR: Aidancbrady

LINK: [Minecraft Forums](#)

WIKI : [Mekanism Wiki](#)

TYPE : Technology

INFO : Adds a wide variety of machines and tools.

ADDS : Item Storage, Machinery, World Gen, Power System (Joules), Power Conversion (MJ, EU, RF)

PERMISSION : Open (Spreadsheet)

MINEFACTORY RELOADED

AUTHOR: skyboy026, powercrystals

LINK: [Minecraft Forums](#)

WIKI: None

TYPE : Technology

INFO : Adds a variety of machinery to aid in the automation of many tasks.

ADDS : Item Storage, Machinery, World Gen

PERMISSION: Open (spreadsheet)

MINE MENU

AUTHOR: dmillerw

LINK: [Minecraft Forums](#)

WIKI: None

TYPE : UI

INFO : Adds a bindable radial menu for quick access to hotkeys.

ADDS : Quality of Life

PERMISSION: Open (spreadsheet)

MOB PROPERTIES

AUTHOR: FatherToast

LINK: [Minecraft Forums](#)

WIKI: [Father Toast Wiki](#)

TYPE : Creature

INFO : Enables custom drops and settings for any creature.

ADDS : Modified Creatures

PERMISSION: Open (spreadsheet)

MORPH

AUTHOR: iChun

LINK: [Minecraft Forum](#)

WIKI: [iChun Website](#)

TYPE : Utility

INFO : Allows players to transform into the creatures they kill.

ADDS : Quality of Life

PERMISSION : Open (Spreadsheet)

MR CRAYFISH FURNITURE MOD

AUTHOR: Mr_Crayfish

LINK: [Minecraft Forum](#)

WIKI: [Mr Crayfish Wiki](#)

TYPE : Furniture

INFO : Adds a nice variety of furniture for a home.

ADDS : Decoration

PERMISSION : Open (Spreadsheet)

MY WORLD GEN

AUTHOR: impiaaa

LINK: [Minecraft Forum](#)

WIKI: None

TYPE : World

INFO : Adds custom worldgen structures.

ADDS : Worldgen

PERMISSION : Open Source

NATURA

AUTHOR: Progwml6

LINK: [Minecraft Forums](#)

WIKI: None

TYPE : World

INFO : Adds a variety of trees and plants to both the Overworld and the Nether

ADDS : World Gen, Weapons, Food

PERMISSION : Open (Spreadsheet)

NEI ADDONS

AUTHOR: bdew

LINK: [Minecraft Forums](#)

WIKI: None

TYPE : Add-On

INFO : Increases functionality to Not Enough Items.

ADDS : Quality of Life

PERMISSION : Open (Spreadsheet)

NETHER ORES

AUTHOR: TeamCOFH, skyboy026, powercrystals

LINK: [Curse Page](#)

WIKI: None

TYPE : World

INFO : Adds ore veins to the Nether.

ADDS : World Gen

PERMISSION: Open (Spreadsheet)

NOT ENOUGH ITEMS

AUTHOR: Chickenbones

LINK: [Minecraft Forums](#)

WIKI: None

TYPE : UI

INFO : Adds a robust interface to search for items, recipes, and more.

ADDS : Quality of Life

PERMISSION: Open (Spreadsheet)

OPEN BLOCKS

AUTHOR: Mikeemoo

LINK: [Open Blocks Website](#)

WIKI: None

TYPE : Technology

INFO : Adds various tools and blocks.

ADDS : Tools, Items, Furniture

PERMISSION: Open (Spreadsheet)

OPEN EYE

AUTHOR: Mikeemoo, boq

LINK: [OpenEye Website](#)

WIKI: None

TYPE : Utility

INFO : Sends crash logs to a central server to help mod authors squash bugs.

ADDS : Quality of Life

PERMISSION: Open (Spreadsheet)

OPEN MODS LIB

AUTHOR: Mikeemoo

LINK: [Open Blocks Website](#)

TYPE : Core / Library

INFO : Core Mod for Open Blocks and Open Eye

PERMISSION : Open (Spreadsheet)

OPIS

AUTHOR: ProfMobius

LINK: [Mobius Strip Website](#)

WIKI: [Opis Wiki](#)

TYPE : Utility

INFO : Operator utility to scan a single/multiplayer game and determine what is eating cpu/bandwidth.

ADDS : Quality of Life

PERMISSION: Open (Spreadsheet)

PAM'S HARVEST CRAFT

AUTHOR: MatrexsVigil, Rhodox

LINK: [Minecraft Forums](#)

WIKI: None

TYPE : World

INFO : Adds a wide variety of farmable crops and cooking recipes.

ADDS : World Gen, Item Storage, Tools, Food

PERMISSION: Open (spreadsheet)

PNEUMATICRAFT

AUTHOR: MineMarteen

LINK: [Minecraft Forums](#)

WIKI: [Pneumaticraft Wiki](#)

TYPE : Technology

INFO : Adds machinery powered by air pressure. Also adds programmable drones.

ADDS : World Gen, Machinery, Tools, Armor, Weapons, Power System (PSI), Power Conversion (EU, RF)

PERMISSION: Open (spreadsheet)

PROGRESSIVE AUTOMATION

AUTHOR: Vanhal

LINK: [Minecraft Forums](#)

WIKI: [GitHub Wiki](#)

TYPE : Technology

INFO : Adds automated machinery to early game that can be upgraded in a variety of ways.

ADDS : Machinery, Power Generation (RF)

PERMISSION: Notify ([Notification PM](#))

PROJECT RED

AUTHOR: MrTJP, Chickenbones

LINK: [Minecraft Forums](#)

WIKI: [Project RED Wiki](#)

TYPE : Technology

INFO : Adds redstone wires, logic gates, machinery, and more.

ADDS : Item Storage, World Gen, Machinery, Tools, Item Transport, Decoration

PERMISSION: Open (spreadsheet)

RANDOM THINGS

AUTHOR: lumien

LINK: [Minecraft Forums](#)

WIKI: [Random Things Wiki](#)

TYPE : Technology

INFO : Adds a variety of useful things and alternates to other machines.

ADDS : Creatures, Machines, Tools, Armor, Weapons

PERMISSION: Open (spreadsheet)

RF TOOLS

AUTHOR: McJty

LINK: [Minecraft Forums](#)

WIKI: [Github Wiki](#)

TYPE : Technology

INFO : Adds a variety of machines and tools to help work with large RF Energy network, as well as a way to create and explore custom dimensions.

ADDS : Machines, Tools, Energy System (RF)

PERMISSION: Open (spreadsheet)

ROGUELIKE DUNGEONS

AUTHOR: Greymerk

LINK: [Minecraft Forums](#)

WIKI: [Github Repository Wiki](#)

TYPE : World

INFO : Adds randomly generated dungeons that become more difficult the deeper you explore them.

ADDS : World Gen

PERMISSION: Open (Spreadsheet)

SIMPLY JETPACKS

AUTHOR: Tonius

LINK: [Curse Page](#)

WIKI: [Github Repository Wiki](#)

TYPE : Technology
INFO : Adds jetpacks powered by RF.
ADDS : Armor, Tools
PERMISSION: Open (Spreadsheet)

STARTING INVENTORY

AUTHOR: bspkrs
LINK: [Minecraft Forums](#)
WIKI: None
TYPE : Utility
INFO : Gives player a specific inventory when they start a new world
ADDS : Quality of Life
PERMISSION : Open (Spreadsheet)

STATUS EFFECT HUD

AUTHOR: bspkrs
LINK: [Minecraft Forums](#)
WIKI: None
TYPE : UI
INFO : Adds HUD elements to show current buffs.
ADDS : Quality of Life
PERMISSION: Open (Spreadsheet)

STEVES CARTS 2

AUTHOR: Vswe
LINK: [Minecraft Forums](#)
WIKI: [Steve's Carts Wiki](#)
TYPE : Technology
INFO : Adds customizable minecart system that can automate tasks and move items around.
ADDS : World Gen, Item Storage, Machinery. Item Transport
PERMISSION: Open (spreadsheet)

STEVES FACTORY MANAGER

AUTHOR: Vswe
LINK: [Minecraft Forums](#)
WIKI: None
TYPE : Technology
INFO : Adds a programmable factory system that can automate a variety of tasks.
ADDS : Item Transport, Machinery
PERMISSION: Open (spreadsheet)

STEVES WORKSHOP

AUTHOR: Vswe

LINK: [Curse Page](#)

WIKI: None

TYPE : Technology

INFO : Adds automated crafting machines that can be upgraded in various ways.

ADDS : Item Transport, Machinery

PERMISSION: Open (spreadsheet)

TAILS

AUTHOR: Kihira

LINK: [Minecraft Forums](#)

WIKI: None

TYPE : Customization

INFO : Adds the ability to give your player model various animal tails, wings, and ears.

ADDS : Avatar Customization

PERMISSION : Open (Spreadsheet)

THAUMCRAFT

AUTHOR: Azanor

LINK: [Minecraft Forums](#)

WIKI: None

TYPE : Magic

INFO : Adds a robust magic system with magic items, creatures, and more.

ADDS : World Gen, Creatures, Items, Tools, Weapons, Armor, Machinery

PERMISSION: Open (spreadsheet)

THAUMIC TINKERER

AUTHOR: pixlepix, nekosune, vazkii

LINK: [Minecraft Forums](#)

WIKI: None

TYPE : Magic

INFO : Expands upon Thaumcraft with more tools, endgame tools, and more powerful, dangerous abilities.

ADDS : World Gen, Creatures, Items, Tools, Weapons, Armor, Machinery

PERMISSION: Open (spreadsheet)

THAUMIC NODE TRACKER

AUTHOR: Dyonovan

LINK: [Curse Page](#)

WIKI: None

TYPE : Magic

INFO : Adds the ability to track and find Aura Nodes you've scanned with a Thaumometer.

ADDS : Quality of Life

PERMISSION: WTFPL ([Curse Page](#))

THERMAL EXPANSION

AUTHOR: TeamCoFH

LINK: [COFH Website](#)

WIKI: [COFH Website](#)

TYPE : Technology

INFO : Adds a variety of machinery and tools to automate tasks.

ADDS : Item Transport, Machinery, Tools, Power Generation (RF)

PERMISSION: Open (spreadsheet)

THERMAL FOUNDATION

AUTHOR: TeamCoFH

LINK: [COFH Website](#)

WIKI: None

TYPE : World

INFO : Adds ores and power system used in many mods.

ADDS : World Gen, Power System (RF)

PERMISSION: Open (spreadsheet)

TINKER'S CONSTRUCT TOOLTIPS

AUTHOR: squeek502

LINK: [Minecraft Forum](#)

WIKI: None

TYPE : UI

INFO : Increases functionality of WAILA to include information on Tinker's Construct.

ADDS : Quality of Life

PERMISSION: Open (spreadsheet)

TINKER'S CONSTRUCT

AUTHOR: boni, mDiyo

LINK: [Minecraft Forums](#)

WIKI: None

TYPE : Technology

INFO : Adds customizable tools, armor, and weapons.

ADDS : Machinery, World Gen, Creatures, Tools, Weapons, Armor

PERMISSION: Open (spreadsheet)

TINKER'S MECHWORKS

AUTHOR: mDiyo

LINK: [Minecraft Forums](#)

WIKI: None

TYPE : Technology

INFO : Expands on Tinker's Construct, adding additional machinery

ADDS : Machinery

PERMISSION: Open (spreadsheet)

TWILIGHT FOREST

AUTHOR: Benimatic

LINK: [Minecraft Forums](#)

WIKI: [Twilight Forest Wiki](#)

TYPE : World

INFO : Adds a new dimension that contains new creatures, bosses, and items.

ADDS : World Gen, Creatures, Items, Tools, Weapons, Armor

PERMISSION : Open (Spreadsheet)

VEIN MINER

AUTHOR: portablejim

LINK: [Minecraft Forums](#)

WIKI: None

TYPE : Utility

INFO : Enables mining of large veins in one action while removing the equivalent durability from your tool.

ADDS : Quality of Life

PERMISSION : Open (Spreadsheet)

WAILA

AUTHOR: ProfMobius

LINK: [Minecraft Forums](#)

WIKI: None

TYPE : UI

INFO : Adds HUD elements to show block or item name and what mod its from, along with extra information.

ADDS : Quality of Life

PERMISSION : Open (Spreadsheet)

WAILA HARVESTABILITY

AUTHOR: squeek502

LINK: [Minecraft Forums](#)

WIKI: None

TYPE : UI

INFO : Adds information to the WAILA HUD on crop harvestability.

ADDS : Quality of Life

PERMISSION : Open (Spreadsheet)

WARP BOOK

AUTHOR: panicnot42

LINK: [Minecraft Forums](#)

WIKI: None

TYPE : Magic

INFO : Adds a warp book and warp pages you can set to waypoints and warp between.

ADDS : Quality of Life

PERMISSION: Open (Spreadsheet)

WITCHERY

AUTHOR: Emoniph

LINK: [Minecraft Forums](#)

WIKI: [Witchery Wiki](#)

TYPE : Magic

INFO : Adds magic based on rituals and summoning.

ADDS : World Gen, Creatures, Tools, Weapons, Armor

PERMISSION: Notify ([Notification Image](#))

WHATS THIS PACK

AUTHOR: Robosphinx

LINK: [Curse Page](#)

WIKI: None

TYPE : UI

INFO : Adds modpack info to the upper left part of the main screen

ADDS : UI Elements

PERMISSION: Open (Spreadsheet)