

THE FERRET BUSINESS CHANGELOG

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This Changelog will be constantly updated as new versions are worked on. Each version starts on a new page.

0.0.6 - The Search For The 0.0.4 Update (AKA The Quests and Tweaks Update)

● **QUESTING AND BLIND BAGS**

○ **BLIND BAGS**

- Redid the non-bag rewards so that you get more of a single item, where applicable, instead of always just one item
 - Example : You might get 32 purple stone bricks, but only 1 jetpack =P
- Blind Bag Blind Bag reward weight was shifted slightly. You should get less “Non Bag” rewards, a little more likely to get Cheap or Decent bags, a tiiiiny bit more likely to get Good, and Amazing chance is unchanged.

○ **NEW QUESTS AND BLIND BAGS**

■ **BOTANIA**

- 2 New Blind Bags (1 Cheap, 1 Decent)

■ **COMPACT MACHINES**

- 7 Quests located in Machine Life
 - 4 New Blind Bags (1 Cheap, 1 Decent, 1 Good, 1 Amazing)

■ **JABBA**

- 7 Quests located in Protecting Your Assets
 - 3 New Blind Bags (1 Cheap, 1 Decent, 1 Good)

■ **PROGRESSIVE AUTOMATION**

- 14 Quests located in Automation Station
 - 4 New Blind Bags (1 Cheap, 1 Decent, 1 Good, 1 Amazing)

○ **QUEST AND SHOP FIXES AND CHANGES**

■ **GENERAL STORE**

- Added quest to turn 50 coins into a Bag of Coins
- Changed 5x Exchange Rate quests into Large Exchanges
 - You can exchange 2 bags of coins for a set amount of Vouchers + change back.
- Fixed Legendary Blind Bag Blind Bag to actually BE a Legendary Blind Bag Blind Bag.
- Changed Dimensional Testing - Uncommon and Dimensional Testing - Rare to be Consume instead of Detect
- Added an “Exploration Crate” which can be one of any world exploring item from Biomes O Plenty and Natura needed to complete quests
 - The only ‘naturally spawning’ item you will not find in this is a Sacred Oak Sapling
- Fixed Biome Essence crates to be Consume instead of Detect, and are repeatable now
- Lowered cost of every tier of Magical Crops Seed Bags
 - Changed from 25 / 50 / 100 / 150 to 20 / 40 / 65 / 100 vouchers

■ **HARDWARE STORE**

- Split each Ore Shipment into individual Ores.
 - Each Ore Shipment has a 10% chance of giving you double.
- Large Ore Shipments removed.

■ **ARMAMENT SHOP**

- Added Green Hearts
 - A recipe has been added to turn them into Canisters as well.
- **SUPPLY CONTRACTS**
 - Fixed Large Seed Supply Crate reputation
 - It was giving Job Title reputation instead of Trader Rank
- **PRODUCTION CONTRACTS**
 - Added 23 Production Contracts
 - These contracts cover a wide variety of items, and more will be added to each list with every update. Items are split into Type and Value
 - Type - This denotes what kind of item they are, from the following :
 - Toys
 - Job Decorations
 - Home Decorations
 - Thematic Decorations
 - Furniture
 - More to be added in the future
 - Value - This denotes a value of the materials/time needed to make the item, from the following :
 - Very Cheap - usually made of wood and other very easily obtained materials
 - Cheap - Either takes a few steps to make, or requires a few low tier metal (copper, tin, iron)
 - Decent - Multiple crafting steps, requires a good amount of low tier metal OR a few medium tier material (gold)
 - Expensive - Lots of crafting steps, requires medium tier materials, possibly higher.
 - Very Expensive - Is it made of Nether Stars? Probably.
 - There are single and 25x versions of each Production Contract. This is so you can do things like create factories for one type of item.
 - Added 4 Power Provider Contracts
 - Craft and fill Flux Capacitors with RF Energy and get some coins and an empty Capacitor back.
 - The payout and cooldown time is scaled roughly under the assumption you will eventually make the biggest Big Reactor or Mekanism Reactor you can.
- **EXPLORING YOUR WORLD**
 - Natura
 - Cotton and Barley Seeds now ignore NBT Data (due to AgriCraft)
 - Updated text to reflect new recipes and store items.
 - Changed Berry Bushes to ignore NBT Data
- **PROTECTING YOUR ASSETS**
 - Of Copper and Iron now has rewards.
- **REWARDS**
 - Named Reward Bags to be clearer
 - Each Tier of Blind Bag of Blind Bag is named appropriately so you know what bags you are getting as rewards.

- Basic Blind Bag of Blind Bag, etc etc.

■ BOTANIA

- Moved first few quests around to change quest design layout a little
- Added Mana Infused String to Mana Infusion
- Added Horn of the Covering to Wild Creations
- Added new task to Botanasian Tools 1 : Pocket Flowers
 - Added Flower Pouch to this section
- Added new task to Mana Manipulation : Choo Choo
 - Added Minecart with Mana Pool to this section.
 - Added Mana Pump to this section.
- Added new task to Accessorizing : Swippity Swap
 - Added Ring of Correction to this section
- Added new task to Better Equipment : Now You See It...
 - Added Phantom Ink to this section
- Added new task to Accessorizing : Accessorizing Accessories
 - Added 3 of the 32 new Cosmetic Baubles to this section
- Added new task to Power Tools : Living Archer
 - Added Livingwood Bow to this section
- Added new task to The Best Equipment? : Crystalline Bowyer
- Updated Energy Control : Kind of Like a Solar Oven to mention covering Mana Spreaders with Wool.

■ EXTRA UTILITIES

- Added Enchanting Table to the "Choose One" for the Research - Mystical Material quest
 - This is so folks who are hard pressed for diamonds have a choice in getting the Enchanting Table back.

● GENERAL CHANGES

○ MONSTER CHANGES

- Squid will no longer spawn due to a Vanilla bug that was spawning nearly a thousand of them occasionally.
 - Squid Ink can be crafted with a Water Bottle, any Black Dye (Black Floral Powder is easy to get), and a Rotten Flesh.
- All Monster Researchology drops increased from 10% to 25% chance
 - All drops have been set to 1 to 3 of an item when they drop, instead of varying amounts (insects usually dropped up to 4 legs, hide only dropped up to 2)
 - Serpex now drops Shimmering Scales
 - Fixed Blood Magic Minor Demons from always dropping Mystical Powder
 - Astaroth now drops Creepy Flesh
 - Striders now drop Shimmering Scales
 - Khalk now drop Mystical Powder
 - Conba now drop Shimmering Scales
 - Concapedes now drop Insectoid Legs
 - They are staying disabled, this is in case someone wishes to re-enable them for their own game.
 - Vespids and Vespider Queens now drop Insectoid Legs
 - Fears now drop Mystical Powder

- Beholders now drop Mystical Powder
 - Geonaches now drop Mystical Powders
 - Likewise, staying disabled
 - Phantoms now drop Mystical Powder
 - Shades now drop Mystical Powder
 - Baby Skeleton now drops Rotted Bones
 - Grue now drop Hide Samples
 - Geist now drop Hide Samples
 - Eyewigs now drop Hide Samples
 - Epion now drop Hide Samples
 - Chupacabra now drop Hide Samples
 - Eldritch Crab now drops Insectoid Legs
 - Giant Taintacles now drop Wriggling Tentacles
 - Taint Spores now drop Mystical Powder
 - Eldritch Golems now drop Mystical Powder
 - Boggards now drop Mystical Powder
 - Giant Miner now drops Broken Teeth
 - Fixed Block Chain Goblin's drop table
 - Armored Giant now drops Broken Teeth
- **ORE DICTIONARY AND RECIPES**
 - Changed Seed (Vanilla) recipe from 1 of Any Seed and 1 Floral Powder(Botania) to 2 Seeds and 1 Floral Powder for 2 Seeds.
 - This is so it doesn't conflict with the Pneumaticraft plastic seed recipe.
 - PLANNED : Unify machine outputs from all the mods, if possible.
 - This one will take quite some time, and will most likely be done over multiple updates, as I'm bound to miss something.
- **WORLD GEN**
 - Gold Ore generation has been increased.
 - Vanilla averages are 8 gold ore per chunk and 3 diamond ore per chunk. Currently, worldgen has Gold only SLIGHTLY more common than Diamond.
 - Before it was 2 veins max per chunk, with up to 7 ore per vein
 - Increase is now 4 veins per chunk, but decrease to 6 per vein.
- **AGRICRAFT**
 - **MOD UPDATE : 1.2.2 -> 1.3.1**
 - Fixes Botania Petal seeds
 - **CONFIG CHANGES**
 - Cactus Crops now drop cactus blocks instead of cactus green
 - Set difficulty to 2
 - This makes crops slightly more difficult to mutate and increase stats, but having other crops nearby will not lower stats.
 - Stats can be gained by a crop spreading from a single crop
 - Broken Water Tanks will no longer leave a Water Source Block behind
- **ANOTHER ONE BITES THE DUST**
 - **MOD UPDATE : 2.4.0 -> 2.5.0**
- **APPLIED ENERGISTICS 2**
 - **MOD UPDATE : rv2-beta-8 -> rv2-beta-18**

- **RECIPE CHANGES**
 - Re-added Stone and Stone Brick Cable Facade recipes for normal blocks
 - For some reason, it was grabbing the Obsidian Infused version of both instead of the Vanilla Stone versions.
- **AURA CASCADE**
 - **MOD UPDATE : 1.2 -> 1.3**
- **BACKPACKS**
 - **MOD UPDATE : 2.0.0 -> 2.0.1**
 - Should fix issues with Workbench Backpacks.
- **BIBLIOCRAFT / BIBLIOWOODS**
 - I've activated the NEI Filtering so it only shows a few of each type of furniture, instead of pages and pages and pages, which can lag NEI and your game.
 - I've added tooltips to almost all Bibliocraft furniture to note that you can use alternate wood/clay/etc materials to make alternate versions
 - **RECIPE CHANGES**
 - Replaced the Cherry Clock recipe as it was having issues with AE2 crafting.
- **BIOMES O PLENTY**
 - **RECIPE CHANGES**
 - You can now turn Quicksand into Sand by combining it with a Sponge from Vanilla, Open Blocks, or Thermal Expansion
- **BLOOD MAGIC**
 - **MOD UPDATE : 1.3.0 -> 1.3.1**
- **BOTANIA**
 - **MOD UPDATE : 163 -> 170**
 - Fixes issue with Petal Apothecary sometimes eating buckets.
 - This update also changes a lot of the Mana Generation flowers to be much much better!
 - **ORE DICTIONARY CHANGES**
 - Added the 16 mushrooms to listAllmushroom
- **BUILDCRAFT**
 - **MOD UPDATE : 6.3.4 -> 6.4.3**
 - Fixes some crashes while using Creative search function.
- **CHISEL 2**
 - **RECIPE CHANGES**
 - Futura Blocks are now made with Stone Bricks instead of Stone.
- **COFH CORE**
 - **MOD UPDATE : 3.0.0RC2 -> 3.0.0RC7**
- **DECOCRAFT**
 - **ORE DICTIONARY AND RECIPE CHANGES**
 - Added all three deco clay colors to listAllcolorclay
 - Added recipe to turn 8 deco clay into 1 clay block
- **ENDER IO**
 - **CONFIG CHANGES**
 - Enderman Skull is no longer required for the Soul Binder recipe
 - Disabled separation of Wither Skeletons and Normal Skeletons, IDwise.

- This will hopefully prevent the rare occurrence of Night of a Thousand Wither Skeletons if you chunkload near a nether fortress.
- **EXTRA CELLS**
 - **NEW MOD**
 - Adds bigger Storage Cells and the ability to store fluids to Applied Energistics 2
- **EXTRA UTILITIES**
 - **MOD UPDATE : 1.2.1 -> 1.2.2**
 - Hopefully fixes a few cross mod issues with EnderIO.
- **FERRET SHINIES**
 - **MOD UPDATE : 1.2.78 -> 1.2.80**
 - Most icons are rendered from multiple images layered on each other. This update changes some of them to look better, including :
 - Most Supply and Shipment Crates have an improved background and larger icon on them.
 - Common, Uncommon, and Rare Dimlet Shipments
 - Common, Uncommon, Rare, and Precious Metal and Ore Crates
 - Creature and Evil Twin Head Crates
 - Added tooltip info to Researchology monster drops and to some Crates that were missing them.
- **FOXLIB**
 - **MOD UPDATE : 0.5.0dev9 -> 0.7.0dev23**
- **IGUANA TWEAKS**
 - **CONFIG CHANGES**
 - Disabled additional Harvest Levels. This was accidentally left in last update.
 - Decreased XP Exponential for levelings
 - This means tools require less XP per level.
 - Changed the levels you get Random and Extra Modifiers at to alternate between the two as you level up the tool.
- **IMMIBIS CORE**
 - **MOD UPDATE : 59.0.7 -> 59.0.8**
 - Should fix a super rare crash due to 'packet too large'
- **INPURECORE**
 - **MOD UPDATE : 1.0.0B8-49 -> 1.0.0B9-54**
 - Fixes some issues with NEI Filtering..
 - **CONFIG CHANGES**
 - Added the BiblioWoods varieties to NEI override.
- **JABBA**
 - **RECIPE CHANGES**
 - Fixed Obsidian Upgrade to use any obsidian instead of only Extra Utilities White Frequency Obsidian
- **LYCANITES MOBS**
 - **CONFIG CHANGES**
 - Disabled Demon mobs from spawning at nether portals
 - This caused issues where the portal on the Nether side would spawn tons of enemies, enough that there would be 3+ Infernal mobs regularly.

- **MAGICAL CROPS**
 - **CONFIG CHANGES**
 - Essence Seeds will now very rarely drop from breaking grass.
 - This changed because Weak Essence will not drop if you do not farm Magical Crops in Vanilla methods (if you use AgriCraft or MFR, for example)
- **MEKANISM**
 - MOD UPDATE : 7.1.2 -> 8.0.2
- **MINEFACTORY RELOADED**
 - MOD UPDATE : 2.8.0RC7 -> 2.8.0RC8
- **MOBIUS CORE**
 - MOD UPDATE : 1.2.3 -> 1.2.4
- **NATURA**
 - **RECIPE CHANGES**
 - Added Tainted Soil recipe
 - Added Heat Sand recipe
- **NETHER ORES**
 - MOD UPDATE : 2.3.0RC3 -> 2.3.0RC4
- **OPEN BLOCKS**
 - **CONFIG CHANGES**
 - Elevators will no longer require XP
- **OPIS**
 - MOD UPDATE : 1.2.3 -> 1.2.4a
 - Fixes some rare bugs.
- **PROGRESSIVE AUTOMATION**
 - MOD UPDATE : 1.5.16 -> 1.6.5
 - Fixes Diamond Upgrades not working in Diamond level machines
- **PROJECT RED**
 - MOD UPDATE : 4.5.13.65 -> 4.5.14.66
- **RFTOOLS**
 - MOD UPDATE : 2.50 -> 2.72
- **ROGUELIKE DUNGEONS**
 - MOD UPDATE : 1.3.4 -> 1.3.6.3
- **TAILS**
 - MOD UPDATE : 1.2.3dev57 -> 1.3.0dev61
- **THAUMCRAFT 4**
 - **CONFIG CHANGES**
 - Hungry, Dark, and Tainted nodes will have less nasty effects now
- **THAUMIC ENERGISTICS**
 - **NEW MOD**
 - Adds ability for Applied Energistics systems to store and utilize Thaumcraft Essentia
- **THERMAL DYNAMICS**
 - MOD UPDATE : 1.0.0RC2 -> 1.0.0RC7

- **THERMAL EXPANSION**
 - MOD UPDATE : 4.0.0RC2 -> 4.0.0RC7
- **THERMAL FOUNDATION**
 - MOD UPDATE : 1.0.0RC3 -> 1.0.0RC7
- **TINKERS CONSTRUCT**
 - MOD UPDATE : 1.8.2 -> 1.8.3b
- **TWILIGHT FOREST**
 - MOD UPDATE : 2.3.2 -> 2.3.4
- **WAILA HARVESTABILITY**
 - MOD UPDATE : 1.1.1 -> 1.1.2
- **WAILA PLUGINS**
 - NEW MOD : More information!

0.0.5 - The Update Formerly Known as 0.0.4 Update (AKA *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 Paxe
 - 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

0.0.4 - The Broken Update

(We Don't Talk About the Broken Update....)

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 Baabara (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 ghast 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 Vespids 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
- **BIBLIOCRRAFT**
 - 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.
 - Concapepe 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