

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.

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0.1.2 - The Balance of Power Update

The first part of the Balance Update, this will focus on a brand new major questline, as well as updating all current mods and quests to match.

• **NEW MODS**

- **Brandon's Core**
 - Core mod for Draconic Evolution
- **Thaumic Sanity**
 - Changes Thaumcraft's Eldritch Epiphany research to not require a serious Warp event to trigger.
 - Warp events are still enabled, but this changes it so you don't need to constantly be consuming temporary warp food to trigger the rare event, which can sometimes take hours to days.
- **Thaumic Inventory Scanning**
 - No need to drop items to scan them with the Thaumometer!
- **Storage Drawers**
 - Variable sized drawers for storing items.
- **Bee Specific**
 - HQM Addon for tracking bee species, will be used later
- **CHRISTMAS GIFT! : Immersive Engineering**
 - Merry Christmas! I'm adding this highly requested mod as a gift!

• **REPLACED MODS**

- **REALISTIC WORLD GEN REPLACED WITH REALISTIC TERRAIN GEN**
 - RWG seems to have been abandoned by its developer, no contact for months. Realistic Terrain Gen is a fork of it and improves on the generation code and how it works with mods.

• **TEMPORARILY REMOVED MODS**

- **Binnies Mods**
 - Unfortunately, a lot of mods require Forestry 4, and Binnies is still not updated to support Forestry 4 yet. It will return when it updates to support Forestry 4

• **OTHER**

- **MineTweaker Scripts**
 - Added empty script for Pneumaticcraft.
 - This is to solve the issue where some people were getting scripts that were removed last version.

• **QUESTING AND BLIND BAGS**

- **Blind Bags**
 - 15 New Thaumcraft Blind Bags (7 Cheap, 5 Decent, 2 Good, 1 Amazing)
 - These Blind Bags cover Thaumcraft, Thaumic Exploration, Thaumic Tinkerer, and most of Forbidden Magic.
 - Replaced broken textured Framed Bookcase from Bibliocraft Random Item
 - Replaced broken texture items from multiple Bibliocraft blind bags
 - Fixed broken Malisis bags
- **Initial Research**
 - Soil Samples
 - Updated Dialogue
 - Changed Reward : Armor instead of Tools
 - Material Matters
 - Updated Dialogue
 - Changed Reward : Armor and Tools instead of Armor
 - Like a Rock
 - Updated Dialogue
 - Changed Reward : Armor piece added.

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- Its the Name of the Game
 - Updated Dialogue
 - Changed Reward : Removed Open Modular Turret pieces (No longer needed to survive early game). Reward is now 5 Iron Ingots or 10 silver coins instead of selecting tool.
- Secrets of Aura
 - Added introduction text.
 - Changed Bookshelf task to Book.
- **Armament Shop**
 - Draconic Evolution
 - Adjusted tasks for almost all quests, so that the costs are all in one or two tasks.
 - Bones of Dragons
 - Moved reward to Choose One, added Draconium Dust as one of the options.
 - A Powerful Charge
 - Changed dialogue, added information about Gates
 - Moved Energy Infuser to Choose One Reward
 - Added Flux Gate and Fluid Gate to reward choices
 - NEW QUEST : Dragon Gate
 - Covers making Draconic Infused Obsidian, a Draconic Gate, and purchasing a Dislocation Pedestal
- **Supply Contracts**
 - TEMPORARY AUTOMATION
 - Added task to prevent small bug where the quest would not be completable.
- **Building Your Home**
 - Added new items to the Blind Bags.
 - Armourer's Workshop
 - Updated Dialogue to mention Arrow and Block skins.
 - In Living Color (Armourer's Workshop)
 - Added Colorful Customization task
 - Added Dye Bottle and Dye Table
 - A Better Forge (Armourer's Workshop)
 - Added A Fancy Wrapper task
 - Added Skinning Table and Soap
 - Decocraft
 - Updated main dialogue
 - Added A Crafty Bench task
 - Added Decobench
 - Classical Doorways (Malisis)
 - Removed A Fancy Foyer task
 - Carriage Door is no longer craftable
- **Protecting Your Assets (Open Modular Turrets)**
 - Updated most of the dialogue due to many changes.
 - All blind bags have been rebuilt.
 - Open Modular Turrets
 - Updated Main Dialogue
 - Basic Base
 - Added Sensor (tier 1), Barrel (Tier 1), Chamber (Tier 1)
 - Lowered Turret Base (Tier 1) and Basic Turret Base Crank requirement to 1 each
 - Added Spud Shooter task
 - Added Potato Launcher

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- Tier 1 - Bullets
 - Renamed to Tier 2 - Burning Bullets
 - Tier 2 Parts
 - Removed Sensor (Tier 1) and missing items
 - Added Sensor (Tier 2), Chamber (Tier 2), Barrel (Tier 2)
 - 400k Coins to Fire for 12...
 - Renamed to Dakka Dakka Dakka
 - Added Ammo - Bullet
 - Dakka Dakka Dakka
 - Renamed Hunka Burning Love
 - Removed Ammo - Bullet
 - Added Incendiary Turret and Ammo - Blazing Clay
- Tier 2 - Boom
 - Renamed to Tier 3 - Boom and Doom
 - Reinforced
 - Renamed to Tier 3 Components
 - Removed Turret Base (Tier 3)
 - Added Sensor (Tier 3), Barrel (Tier 3) and Chamber (Tier 3)
 - Ka'BEWWWWW
 - Renamed to A Reinforced Case
 - Removed Grenade Launcher Turret
 - Added Turret Base (Tier 3)
 - Explosive Ammo
 - Renamed to EXPLOSIONS!
 - Added Grenade Launcher Turret
 - Added Relativity, My Dear Watson task
 - Added Relativistic Turret
- Tier 3 - Rockets
 - Renamed to Tier 4 - Whoosh and Fwoosh
 - Hardened
 - Renamed to Tier 4 Components
 - Removed Turret Base (Tier 4)
 - Added Sensor (Tier 4), Barrel (Tier 4), and Chamber (Tier 4)
 - Missile Defense
 - Renamed to Hardened Case
 - Removed Rocket Launcher Turret
 - Added Turret Base (Tier 4)
 - Whoosh
 - Renamed to Missile Defense
 - Added Rocket Launcher Turret
 - Added Zoop task
 - Added Teleporter Turret
- Tier 4 - Power
 - Renamed to Tier 5 - Zap Pow
 - Tier 4 Parts
 - Renamed to Tier 5 Components
 - Removed Sensor (Tier 4)
 - Added Sensor (Tier 5), Barrel (Tier 5), and Chamber (Tier 5)
 - Resonant
 - Renamed to Resonant Case
 - Fist of an Angry God
 - Added Ammo - Ferro-Magnetic Slug
 - Removed Aligned Ammo Task

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- Upgrade Potential
 - Added Covering Fire! task
 - Added Scattershot Upgrade
- Additional Power
 - Added Pop-o-Matic Trouble task
 - Added Addon - Turret Concealer
 - Added The Three R's task
 - Added Addon - Recycler
 - Added No, Not the Monitor Port task
 - Added Addon - Serial Port
 - Added Potent Potential task
 - Added Addon - Potentia Converter
- Target Acquisition
 - Renamed to Expansion Perfection
 - Added Tier 1 through Tier 5 tasks
 - Added Base Inventory Expander (Tier X) and Base Energy Expander (Tier X) to each appropriate tier.
- Added A Defensive Strategy quest
 - Added Defensive Tier 1 through Defensive Tier 5 tasks
 - Added Hard Wall (Tier X) and Fence (Tier X) to each task.
- **Magical Flowers (Botania)**
 - A few quest rewards have been rebalanced
 - Updated Blind Bags to remove Mana Petals and add in new items.
 - New Quest : A Thaumic Visitor!
 - New Quest : Thaumic Dreams
 - Botania - Magical Flowers
 - Updated dialogue, added mention of using Shears on double flowers.
 - A Beautiful Bouquet
 - Changed finding all 16 flowers to finding 5, due partially to the changes of flower generation.
 - Crush a bit...
 - Let's examine the petals
 - Updated dialogue to mention burying petals and making double flowers.
 - And mix in some bonemeal!
 - Updated dialogue to explain how to use it.
 - Botaniasan Tools 1
 - Updated main dialogue, fixing some typos
 - Pretty Pretty Apothecary
 - Updated dialogue, adding how to fill it with water and ingredients.
 - Calmly Swirling Around
 - Updated dialogue, better explaining how to make a Pure Daisy, and mentioning that you can quickly replicate recipes.
 - Logs and Stone Reaction?
 - Updated dialogue, explaining how to use the Pure Daisy
 - Mystical Flowers
 - Updated dialogue to fix terminology.
 - Sun and Moon Flowers
 - A Sunny Disposition
 - Updated dialogue, changing the fact that Dayblooms no longer have to be planted in a checkboard pattern.
 - Energy Control
 - Updated main dialogue
 - Fairly Light...for Stone

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- Update dialogue to reflect that Diluted pools are no longer the first step.
 - Replaced Diluted Mana Pool with Mana Pool
- A Proper Pool has been renamed to Kiddie Pool
 - Updated dialogue, as the Diluted Mana Pool is now like a normal Mana Pool with a smaller reservoir. Also mention that throwing in Floral Powder will color either Mana Pool.
 - Replaced Mana Pool with Diluted Mana Pool
- Powered Petals has been renamed to Powder Power
 - Updated dialogue
 - Replaced Mana Petals (which no longer exist) with Mana Powder
- Petals of Flame
 - Updated dialogue to replace mention of nonexistent Mana Petals
- Mana Infusion
 - Magic Materials!
 - Added dialogue to mention making panes out of Managlass and Blocks out of Manasteel.
- Power Tools
 - Added A Squared Circle task
 - Added Worldbuilder's Sextant
- Special Eyes
 - Updated main dialogue
 - Added Shine Shine Monk task
 - Added Teru Teru Bozu
- Wild Creations
 - Updated main dialogue
 - Spreading the Pasture
 - Added dialogue to explain what Pasture Seeds do
 - Added Mutated Pasture Seed
- Teacher to Student
 - Updated main dialogue
 - Runes of Elements
 - Updated dialogue, mentioning that these are the first tier of runes, and that Runes used in the Altar are only catalysts that will not consume them.
 - Tiny Beauties
 - Changed Dialogue to mention that Passive Flowers can be turned into Motif Flowers.
 - Removed Runes of Seasons and Runes of Sins tasks
 - These are moved to the first flowers required to craft them.
 - Moved Floral Conductor to here from Flowers of Consumption
- Better Equipment
 - Now You See It...
 - Updated dialogue to add that adding a second Phantom Ink to equipment will remove the effect.
- A Signal to Noise
 - The Lyre's Instrument
 - Removed Cacophonum Block task
- Flowers of Summer, Autumn, Winter, Spring
 - The four Mind, Body, Consumption, and Earth categories have now been renamed, and the various flowers reorganized
 - Flowers of the Earth is now Flowers of Summer
 - Added Warm Summer, Warm Feeling task

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- Added Rune of Summer, Rune of Lust, and Rune of Pride
 - Covers the flowers : Hydroangea, Exoflame, Narslimmus, Gourmaryllis, Thermalilly, and Pollidisiac
 - Flowers of the Body is now Flowers of Autumn
 - Now requires Flowers of Summer to be finished
 - Added The Colors of Change task
 - Added Rune of Autumn and Rune of Sloth
 - Covers the flowers : Rannuncarpus, Marimorphosis, Hopperhock, Tigerseye, and Viinculotus
 - Flowers of the Mind is now Flowers of Winter
 - Added Cold, Hungry, Angry task
 - Added Rune of Winter, Rune of Gluttony, Rune of Wrath, and Rune of Envy
 - Covers the flowers : Tangleberrie, Jiyuulia, Medumone, Entropinnyum, Rosa Arcana, and Munchdew
 - Flowers of Consumption is now Flowers of Spring
 - Added Spring Blooms task
 - Added Rune of Spring, Rune of Greed
 - Covers the flowers : Daffomil, Clayconia, Hyacidus, Solegnolia, Agricarnation, and Jaded Amaranthus
- Accessorizing
 - Added Fancy Case task
 - Added Bauble Case.
 - Added Speedwalking task
 - Added Planestrider's Sash
- Magic Staves
 - Added What a Stand In task
 - Added Livingwood Avatar
- Otherworld Materials
 - Gorgeous Glass
 - Added dialogue to mention changing Alfglass into panes.
- Red String Theory
 - Added Clicking String task
 - Added Red String Interceptor
- Masterwork Magic Staves
 - The Rainbow Road
 - Changed Dialogue to add ability to turn Bifrost Glass into Bifrost Glass Panes, Shimmerrock, Shimmerwood, and Fabulous Mana Pool.
 - Added Shimmerrock, Shimmerwood Planks, and Fabulous Mana Pool
- Elven Flowers
 - Removed A Hot Beverage task
 - Moved to Flowers of Summer as it no longer requires Elven Materials
 - Added Passive Rabble task
 - Added Rafflowsia
- Elvish Devices
 - Added Look at Me! task
 - Added Mana Lens : Redirective
 - Added Manatechnics task
 - Added Mana Lens : Celebratory and Mana Lens : Flare
- Corporea Item Logistics

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- Added Memory task
 - Added Corporea Retainer
 - **Soul Food**
 - Crystal Growth
 - Removed requirement for Steel Exchange Token quest to be completed
 - This was an accidental leftover in the previous quest this was, since I reused the quest instead of making a new one.
 - **Crystals and Essences (Aura Cascade and Thaumcraft)**
 - 48 New quests, covering Thaumcraft, Forbidden Knowledge, THaumic Exploration, and Thaumic Tinkerer.
 - Aura Cascade quest rewards have been rebalanced
- **ARMOURERS WORKSHOP**
 - **MOD UPDATE : 37.0.94 -> 38.1.98**
 - **CONDENSED CHANGELOG**
 - Added a dye system
 - Enables Armourer Workshop Skins to have up to 8 different dyeable sections
 - Ore Dictionary suport
 - Improved mannequins, armour blocks, and more.
- **AROMABACKUP**
 - **MOD UPDATE : 0.0.0.5 -> 0.0.0.6**
 - **CONDENSED CHANGELOG**
 - Added RecoveryMod.
- **ASIE LIB**
 - **MOD UPDATE : 0.4.2 -> 0.4.5**
 - **CONDENSED CHANGELOG**
 - Bug Fixes
 - Spy mode for server administrations added.
- **BDLIB**
 - **MOD UPDATE : 1.9.2.104 -> 1.9.4.109**
 - **CONDENSED CHANGELOG**
 - Bug Fixes
- **BIBLIOCRAFT**
 - **MOD UPDATE : 1.11.1 -> 1.11.4**
 - **CONDENSED CHANGELOG**
 - Bug Fixes
- **BLOOD MAGIC**
 - **MOD UPDATE : 1.3.3-2 -> 1.3.3-17**
 - **CONDENSED CHANGELOG**
 - Added Ritual of the Dismantler
 - Added Achievements
 - Performance Enhancements
 - Bug Fixes
 - Command Overhaul
 - Weak Rituals are disableable
- **BOTANIA**
 - **MOD UPDATE : 1.7-221 -> 1.8-244**
 - **CONDENSED CHANGELOG**
 - Bug Fixes
 - Tons of changes, check Quest section of this changelog
- **BUILDCRAFT**
 - **MOD UPDATE : 7.1.5 -> 7.1.14**

- **CONDENSED CHANGELOG**
 - New Quarry Frame model
 - Bug Fixes
 - Optimizations
 - New Builder support
 - New textures for some items
- **CHISEL**
 - **MOD UPDATE : 2.9.1.7 -> 2.9.4.10**
 - **CONDENSED CHANGELOG**
 - Bug Fixes
 - White Beacon is now the Rainbow Beacon
 - Flammable items (bookshelves, etc) are now actually flammable
- **COFH CORE**
 - **MOD UPDATE : 3.0.4B1 -> 3.1.0B1**
 - **CONDENSED CHANGELOG**
 - Bug Fixes
- **COMPACT MACHINES**
 - **MOD UPDATE : 1.20 -> 1.21**
 - **CONDENSED CHANGELOG**
 - Support added for Thaumcraft Essentia
- **COMPUTERCRAFT**
 - **MOD UPDATE : 1.74 -> 1.75**
 - **CONDENSED CHANGELOG**
 - Bug Fixes
- **COMPUTRONICS**
 - **MOD UPDATE : 1.5.7 -> 1.6.0**
 - **CONDENSED CHANGELOG**
 - Added Nanomachine Beehaviour
 - Updated Forestry integration to 4.0.8
 - Added Audio Cables, Speakers, and Audio API
- **COOKING FOR BLOCKHEADS**
 - **MOD UPDATE : 1.0.128 -> 1.0.134**
 - **CONDENSED CHANGELOG**
 - Bug Fixes
- **CUSTOM MAIN MENU**
 - **MOD UPDATE : 1.4 -> 1.9.2**
 - **CONDENSED CHANGELOG**
 - Bug Fixes
 - Line breaks can be used in tooltips
 - New action : Open Folder
- **DECOCRAFT 2**
 - **MOD UPDATE : 2.1.1 -> 2.2.1**
 - **CONDENSED CHANGELOG**
 - Bug Fixes
 - 20+ New Items
- **DRACONIC EVOLUTION**
 - **MOD UPDATE : 1.0.1c -> 1.0.2.Snapshot-9**
 - **CONFIG CHANGES**
 - Enabled Chaos Islands in The End.
 - **CONDENSED CHANGELOG**
 - Bug Fixes

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- Chaos Islands updated
 - New Models and Textures
 - Energy Infuser Buffer and Transfer Rate increased
 - Nerfed effectiveness of OP weapons on Chaos Guardian
- **ENDER CORE**
 - MOD UPDATE : 0.1.0.24_beta -> 0.2.0.31_beta
 - CONDENSED CHANGELOG
 - Bug Fixes
- **ENDER IO**
 - MOD UPDATE : 2.3.0.378_beta -> 2.3.0.422_beta
 - CONDENSED CHANGELOG
 - Bug Fixes
 - Farming Stations now support water crops
 - Ingot Blocks are now blacklisted from Grinding Ball bonuses
- **EXTRA UTILITIES**
 - MOD UPDATE : 1.2.11 -> 1.2.12
 - CONDENSED CHANGELOG
 - Bug Fixes
 - Search Nearby Inventory functionality added : Highlight an item in an inventory and hit T, nearby chests with the same item will sparkle.
- **FERRET SHINIES**
 - MOD UPDATE : 1.2.89 -> 1.2.91
 - CONDENSED CHANGELOG
 - Added more icons
- **FLUXED CRYSTALS 2**
 - CHANGES
 - Forestry Oil Capsule seed removed.
- **FORBIDDEN MAGIC**
 - MOD UPDATE : 0.57 -> 0.572
 - CONDENSED CHANGELOG
 - Bug Fixes
 - Added Terrasteel Caps
- **FORESTRY**
 - MOD UPDATE : 3.6.9.28 -> 4.2.2.50
 - CONFIG CHANGES
 - Oregon was accidentally reenabled last version. It is disabled once again.
 - CONDENSED CHANGELOG
 - Wood Items will break
 - Multiblocks will lose inventories, need to be broken and rebuilt.
 - Stained Glass removed
 - Apiarist's Pipe moved to Buildcraft Compat
 - Farms are slightly smaller
 - Multiblock code redone, better optimized and less buggy
 - Squeeze and Centrifuge upgradable
 - Added new minecarts
 - Added tree variations
 - Lots of bug fixes
 - Lots of optimizations
- **GENDUSTRY**
 - MOD UPDATE : 1.6.0.125 -> 1.6.3.133
 - CONDENSED CHANGELOG
 - Update to Forestry 4.2

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- Bug Fixes
- **HARDCORE QUESTING MODE - FERRET BUSINESS CUSTOM**
 - MOD UPDATE : 4.3.0 -> 4.4.4
 - CONDENSED CHANGELOG
 - Bug Fixes
 - Teams should no longer wipe on server restart
 - Threaded Item Searching
 - JSON saving/loading of quests, item bags, reputation tracks
 - Ore Dictionary / Fuzzy items cycle through valid items
 - NEI Integration
 - Hotkeys added
- **JOURNEYMAP**
 - MOD UPDATE : 5.1.0 -> 5.1.3
 - CONDENSED CHANGELOG
 - Bug Fixes
 - Performance improvements
 - New theme : Vault
 - Separate server version no longer required
 - Support for large resource packs
- **MAGIC BEES**
 - MOD UPDATE : 2.3.5 -> 2.4.0
 - CONDENSED CHANGELOG
 - Bug Fixes
- **MALISIS CORE**
 - MOD UPDATE : 0.12.1 -> 0.14.0
 - CONDENSED CHANGELOG
 - Bug Fixes
- **MALISIS DOORS**
 - MOD UPDATE : 1.9.5 -> 1.13.0
 - CONDENSED CHANGELOG
 - Bug Fixes
 - Added : Wooden Trapdoors, Colored Curtains, Medieval Door
- **MANTLE**
 - MOD UPDATE : 0.3.2a -> 0.3.2b
 - CONDENSED CHANGELOG
 - Bug Fixes
- **MCJTYLIB**
 - MOD UPDATE : 1.4.0 -> 1.8.0
 - CONDENSED CHANGELOG
 - Bug Fixes
 - Major fix to UUID storage for items : Any blocks in RFTools that need to know the user for security reasons, or Dimension Builders, need to be broken and placed again to fix.
- **MINEFACTORY RELOADED**
 - MOD UPDATE : 2.8.1B1-131 -> 2.8.1B1-167
- **MINETWEAKER**
 - MOD UPDATE : 3.0.9C -> 3.0.10B
 - CONDENSED CHANGELOG
 - Bug Fixes
- **MODTWEAKER 2**
 - MOD UPDATE : 0.9.4 -> 0.9.5
 - CONDENSED CHANGELOG

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- Bug Fixes
- **NATURA**
 - MOD UPDATE : 2.2.1a -> 2.2.1a2
 - CONDENSED CHANGELOG
 - Bug Fixes
- **NEI ADDONS**
 - MOD UPDATE : 1.12.11.36 -> 1.12.15.41
 - CONDENSED CHANGELOG
 - Updated to Forestry 4.0 handling
- **NEI INTEGRATION**
 - MOD UPDATE : 1.0.12 -> 1.1.0
 - CONDENSED CHANGELOG
 - Bug Fixes
 - Removed Forestry Handlers (now built into Forestry)
 - NEI Dump options are now in their own menu
 - Added recipe handlers for new Harvestcraft items
 - Texture fixes
- **OPENCOMPUTERS**
 - MOD UPDATE : 1.5.18.36 -> 1.5.21.41
 - CONDENSED CHANGELOG
 - Bug Fixes
 - Crashed machines will blink their power indicator
 - Nanomachine configs can be saved to a nanomachine in a player's inventory
- **OPEN MODULAR TURRETS**
 - MOD UPDATE : 2.1.4-183 -> 2.1.4-187
 - CONDENSED CHANGELOG
 - Bug Fixes
- **PAM'S HARVESTCRAFT**
 - MOD UPDATE : j -> Lb
 - CONDENSED CHANGELOG
 - Grapes are now found in Berry Bushes
 - Added drops to various gardens
 - Added Gooseberry Trees
 - New Recipes and Foods
 - Some recipe changes to use better Ore Dictionary items
 - Water Bucket will return to same slot
 - New Textures for many items
 - MFR Planting fixed
- **PROGRESSIVE AUTOMATION**
 - MOD UPDATE : 1.6.27 -> 1.6.29
 - CONDENSED CHANGELOG
 - Bug Fixes
- **PROJECT ZULU**
 - RECIPE CHANGES
 - Empty Wooden Bucket now uses a Slab on the bottom to fix recipe conflict.
 - CONFIG CHANGES
 - Fish were spawning in large amounts, beyond spawn limits. They are now disabled.
 - Ripperfin disabled
 - Fish a disabled
 - Fish b disabled
- **RFTOOLS**

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- **MOD UPDATE : 335 -> 4.13**
- **CONDENSED CHANGELOG**
 - Bug Fixes
 - Lots of new dimlets
 - Costs for many dimlets have changed, depending on type and materials
 - Liquid Death cannot generate randomly
 - Can now white/blacklist players in Environment Controller
 - Four new debuff modules for Environment Controller
 - New Config Options
 - Many Shield changes and improvements
 - Many Builder changes and improvements
 - New Interface
- **SIMPLY JETPACKS**
 - **MOD UPDATE : 1.5.1 -> 1.5.3**
 - **CONDENSED CHANGELOG**
 - Bug Fixes
- **STACKS ON STACKS**
 - **MOD UPDATE : 2.1.0 -> 2.4.2**
 - **CONDENSED CHANGELOG**
 - Bug Fixes
 - Sounds added for adding and removing ingots
 - Rendering and performance improvements
- **THAUMCRAFT**
 - **ASPECTS**
 - I've started adding Aspects via Modtweaker to various items. This is far from a finished list, and it will be updating quite regularly as I find more items.
 - Botania
 - Flowers
 - Double Flowers
 - Glimmering Flowers
 - Shimmering Mushrooms
 - **CONFIG CHANGES**
 - Taint Biomes will no longer spread. Due to RWG, though, they are more common to find.
- **THERMAL EXPANSION**
 - **MOD UPDATE : 4.0.3B1-218 -> 4.1.0B1-234**
 - **CONDENSED CHANGELOG**
 - Bug Fixes
- **THERMAL FOUNDATION**
 - **MOD UPDATE : 1.2.0-102 -> 1.2.1-109**
 - **CONDENSED CHANGELOG**
 - Bug Fixes
- **TINKERS TAILOR**
 - **MOD UPDATE : 0.1.0 -> 0.3.0**
 - **CONDENSED CHANGELOG**
 - Bug Fixes
 - Added modifiers : Flux and Durability
 - Modifiers amount now determined by base material in Tinker's Construct
- **VEINMINER**
 - **MOD UPDATE : 0.27.1 -> 0.30.2**
 - **CONDENSED CHANGELOG**
 - Bug Fixes

- **WAILA HARVESTABILITY**
 - MOD UPDATE : 1.1.2 -> 1.1.6
 - CONDENSED CHANGELOG
 - Bug Fixes
- **WAILA PLUGINS**
 - MOD UPDATE :1.2-21 -> 2.0-23
 - CONDENSED CHANGELOG
 - Bug Fixes
- **Z TONES**
 - RECIPE CHANGES
 - Changed Flat Lamp recipe to use Glass Panes to fix recipe conflict
 - ADDED SCRIPTS : Chizzle Z-tizzle
 - Custom script by BBoldt to make ZTones work via Chisel

0.1.1 - The World Update

The focus of this update is to further stabilize the pack, change world gen, and a slew of other things.

• **NEW MODS**

- **Aroma Backup**
 - Automatically backs up worlds on timed interval. Helps you recover worlds from catastrophic failure.
- **Compact Storage**
 - Simple, upgradeable storage system.
- **Computronics**
 - Adds a variety of items to both ComputerCraft and OpenComputers
- **Fluxed Crystals 2**
 - Replacement for Magical Crops, containing a more balanced system. Magical Crops will not be removed until later.
- **OpenPeripherals**
 - Add on mod for the computer mods ComputerCraft and OpenComputers
- **OpenComputers**
 - Alternate to ComputerCraft, with many similar items and some different ones.
- **Project Zulu**
 - Adds a wide variety of animals and creatures to liven up the fauna of the worlds
- **Realistic World Generation**
 - Replaces Biomes O Plenty. Creates a more realistic, larger biome generation, without adding tons of items that have very little use.
- ~~**Storage Drawers**~~
 - ~~Variable sized drawers for storing items.~~
 - This was not included in the update for some odd reason, most likely I goofed switching mods around and forgot to leave it in. My fault! It will be in 0.1.2!
- **No Time Fix**
 - Tiny mod that fixes a few HQM issues
- **Cart Fixes**
 - Tiny mod that fixes an issue in Steve's Carts

• **REMOVED MODS**

- **Lycanites Mobs**
 - Lycanites has some issues. Many of its mobs ignore enemy/friendly type designations and spawn rules. It has been replaced with Project Zulu.
- **Biomes O Plenty**
 - While this is the standard world gen mod, it adds too many new biomes, and a lot of items that aren't very useful and as well as being difficult to find. Replaced with Realistic World Generation.
- **PneumatiCraft**
 - A wonderful mod, but the pack needs to be pruned slightly, and the focus on more cross-mod capable mods.
- **HeadCrumbs**
 - With Lycanites being removed, there's little need for this mod now, since it was added primarily to add monster head variety.
- **OPIS**
 - This will probably return later, but right now it has issues that cause the game to crash when loading.
- **WAILA Plugins (TEMPORARY)**

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- Crashes now due to Magical Crops issue. Since Magical Crops is being removed in 0.1.2, this will only be removed temporarily.
- **SWAPPED MODS**
 - **Chisel 2 > Chisel 1**
 - With the Chisel team splitting into two separate forks, we're going to follow the Chisel 1 team which is not focusing as much on 1.8 additions. No big changes should be noticeable other than new blocks.
- **CORPORATE SHOP**
 - **GENERAL STORE**
 - Exchange Rate quests no longer give Shop Loyalty reputation
 - Exchange Rate Quests now give Exchange Tokens, which can be used in an Alloy Smelter from EnderIO to automatically convert coins into Shop Vouchers.
 - All purchasable items now give more Shop Loyalty reputation, based on number of vouchers an item costs
 - For now, every 20 vouchers an item costs equals one Shop Loyalty reputation point.
 - Removed Biome Essence crates..
 - Removed Exploration Material crates.
 - Temporarily disabled RFTools Dimlet Crates, due to removal of many Biomes requiring a rebuild of the Crate loot table.
 - The ability to purchase Magical Crops has been disabled. Convert seeds to equivalent Fluxed Crystals before next version!
 - **HARDWARE STORE**
 - Removed Precious Ores 2 and 3, and Ender Amethyst crate from Precious Ores 1
 - Renamed Precious Ores 1 to Precious Ores
 - **ARMAMENT SHOP**
 - Added Bottle o' Enchanting
- **SUPPLY AND PRODUCTION CONTRACTS**
 - **SUPPLY CONTRACTS**
 - Changed Icons for Seed Supply and Inexpensive Plant Supply
 - Fixed side text on Redeem Manyullyn and Awakened Draconium Chit quests.
 - Extreme Magic Seed Exchange
 - Now asks for the proper supply crate instead of super cheap vouchers.
 - Rare Metal Contract
 - It now only takes 2 gold ingots instead of 4 to make a Rare Metal Supply Crate
 - Power Provider contracts have been changed. They will no longer use Flux Capacitors, but instead use Ferret Batteries.
 - For the time being, this is in its very rough stages and will take a long time to fill even the most basic Ferret Battery.
 - Ancient Staff contract removed
- **QUESTS AND BLIND BAGS**
 - Many quest lines have been cut down slightly on what you have to make : Specifically, many decorative block quests have been pruned down.
 - All instruction booklets provided by Enchiridion have been removed from quest rewards. The mod has been updated and the books are acting oddly, so I am going to be remaking all of them.
 - **EXPLORING YOUR WORLD**
 - Quenching Thirst
 - Removed requiring finding Saguro Fruit
 - Nethereal Tools

- Removed Bluegrass task
 - Removed Autumnal Grass task
- Flora of the World
 - Removed Flowery Colors task
 - Removed Shrooms o Plenty task
- **ARMAMENT SHOP (DRACONIC EVOLUTION)**
 - 9 New Quests, covering the second half of Draconic Evolution items
 - 5 New Blind Bags : One Special Bag, 4 Awesome Bags
 - Due to how powerful most of the DE Items are, the Blind Bag setup for DE is special :
 - The Special Bag is the only one being added to the HQM reward table. It has a 25% chance of giving one of the 4 Awesome Bags, otherwise it will give a replacement Legendary Bag
 - Half the items in each Awesome Bag will be a single Draconium or Awakened Draconium ingot.
 - Simple Draconic Devices
 - Added Generator as a reward choice
 - Renamed A Dislocated Pedestal to Somewhat Dislocated
 - Added Ender Arrow as a reward choice
 - Added Distortion Flame as a reward choice
- **PROTECTING YOUR ASSETS**
 - Open Modular Turret quests are not updated yet and will not be fully completable until next version.
- **MAGICAL FLOWERS**
 - Blind Bags
 - Botania Blind Bag C8 has 2 new items (total of 16 different items)
 - Botania Blind Bag D10 has 11 new items (total of 25 different items)
 - Botania Blind Bag G7 has 23 new items added (total of 39 different items)
 - Botania Blind Bag A2 has 8 new items added (total of 43 different items)
 - Sun and Moon Flowers
 - Updated text to explain that Dayblooms and Nightshades will die off about 2 Minecraft Days after being planted.
 - Mana Infusion
 - Added A Magical Wardrobe task
 - Added Manaweave Cloth task
 - Added Mana Robe Top task
 - Form and Function
 - Arranged Patterns
 - Removed Mossy Livingrock Brick task
 - Removed Frosty Brick task
 - Removed Mossy Livingwood Planks task
 - Petalistic Prose
 - Removed requiring all 16 colors of Petal Block : Only need to make 2 of any color now.
 - A Signal to Noise
 - Added The Lyre's Instrument task
 - Added Cacophonium task
 - Added Cacophonium Block task
 - Wild Creations
 - A Wild Drumbeat
 - Added Drum of the Canopy task
 - Better Equipment
 - Added Crafty Pockets task

- Added Manufactory Halo task
- Power Tools
 - Added Grain of Sand task
 - Added Hovering Hourglass task.
 - Your Own Mascot
 - Updated side text to include hints on special Tiny Potatoes.
- Flowers of Consumption
 - Quite a Thirst
 - Updated side text to mention Hydroangeas will die off about 2 days after being planted.
 - Added Floral Conductor task
 - Added Floral Obedience Stick task.
- Strength of the Earth
 - Updated description on how to make Terrasteel.
- Magic Staves
 - Added World Shift task
 - Added Rod of the Shifting Crust task
- Even Better Equipment
 - Added A Bigger Pull task
 - Added Greater Ring of Magnetization task
- Accessorizing
 - Added Best Bellow It task
 - Added Manatide Bellows task
- The World Next Door
 - Edited right hand text to explain the Lexica Botania now has a preview system to show you how it's constructed.
- A Beautiful Brew
 - Brews for Healthier Living
 - Added Vial of Absolution task
 - Added A Scent of Power task
 - Added Incense Plate task
 - Added Incense Stick task
- Don't Lose your Head Over It
 - Should properly detected the head created via Runic Altar now.
 - Added explanation about the spelling of caigan's name.
- Masterwork Magic Staves
 - The Rainbow Road
 - Added Bifrost Block task
- Augmented Life
 - Added I Kind of Asked For This task
 - Added Spark Tinkerer task
- Elvish Upgrades
 - Added Slashing Star task
 - Added Starcaller task
 - Added Thunder and Lightning task
 - Added Thundercaller task
- Elvish Devices
 - Added Creepy Egg task
 - Added Cocoon of Caprice task
 - Added Wiggle Jiggle Squiggle task
 - Added Slime in a Bottle task
- Strength of Gaia
 - Added Big Badda Boom task
 - Added Manastorm Charge task

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- Added Elven Games of Life task
 - Added Dandelifeon task
 - Added Cellular Block task
 - Charms of Gaia
 - Come Fly Away
 - Updated side text to reflect Flugel Tiara limits and new abilities.
- **BIT O THIS N THAT**
 - Research - Shiny Material
 - Radiating Wealth
 - Lowered required Emeralds to 1.
 - Decorate and Collect
 - A Painter's Delight
 - Removed Colored Block of Redstone task
 - Removed Colored Obsidian task
 - Removed Colored Glowstone task
 - Removed Colored Quartz task
 - Gravelly Design
 - Removed Gravel Bricks task
 - Stone Edge
 - Removed Edged Stone Bricks task
 - Removed Border Stone (Alternative) task
 - A Better Glass
 - Form AND Function?
 - Removed Square Glass task
 - Removed Edged Glass task
- **AUTOMATION STATION**
 - Decorative Elements
 - Sedimentary(fixed spelling)
 - Removed Paved Stone Bricks task
 - Quite Cool Looking
 - Removed Snow Bricks task
 - Removed Large Ice Bricks task
 - Removed Ice Bricks task
 - Dark and Light
 - Removed Obsidian Bricks task
 - Removed Glowstone Bricks task
 - Quite Blue
 - Removed Lapis Bricks task
 - Stone of White
 - Removed Small Whitestone Bricks task
 - Removed Cobble Whitestone task
 - Removed Paved Whitestone task
 - Stone of Black
 - Removed Small Blackstone Bricks task
 - Removed Cobble Blackstone task
 - Removed Paved Blackstone task
 - Colorful and Useful
 - Colorful Glass
 - Removed Stained Glass task
 - Enlightened Path
 - Removed Road Light (Inverted) task
- **CRYSTALS AND ESSENCES (AURA CASCADE)**
 - 16 New Quests, covering Aura Cascade.

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- 8 New Blind Bags (1 Cheap, 2 Decent, 2 Good, 3 Amazing)
- **SOUL FOOD**
 - 5 New Quests, covering Fluxed Crystals 2
 - No Blind Bags for this mod yet.
- **BLIND BAGS**
 - Master Bags added
 - These will replace the rewards received from HQM Reward Bags. Each Master Bag has a chance of dropping any of that mod's blind bags of that tier.
 - This way, every mod's bags have an equal chance of dropping. Previously, mods with heavy amounts of items would drop more often (such as Bibliocraft or DecoCraft)
 - Changed the color of HQM Reward Screen names to match colors of the Blind Bags themselves.
 - Open Modular Turret Blind Bags drop tables recalculated
 - Awesome Open Modular Turret bag removed, all items are now within the first three Tiers
- **AE2 STUFF**
 - **Mod Update 0.2.1.22 -> 0.5.0.56**
 - **SUMMARIZED CHANGELOG**
 - Improved Pattern Encoder functionality
 - Added Network Visualisation Tool
 - Added Wireless network parts
 - Wrenches can be used to disassemble placed machines
- **AROMA BACKUP**
 - **DEFAULT CONFIG CHANGES**
 - Backups will occur every 60 MINUTES (not seconds, oops!)
 - Only 5 backups will be kept by pack default.
- **AGRICRAFT**
 - **Mod Update 1.3.1 -> 1.4.0-beta-2**
 - **SUMMARIZED CHANGELOG**
 - Entire codebase rewritten to be better.
 - **CONFIG CHANGES**
 - Magical Crops will no longer spread and mutate for better stats. See Magical Crops config changes for more info
 - Agricraft crop spreading made it trivial to multiply Magical Crop seeds.
 - Magical Crops will now grow at normal rates.
- **ANOTHER ONE BITES THE DUST 2**
 - **Mod Update 2.6.2 -> 2.8.4**
 - **SUMMARIZED CHANGELOG**
 - Improved metal casting
 - Added support for multiple mods
- **APPLIED ENERGISTICS 2**
 - **Mod Update rv2-stable 1 -> rv2-stable 10**
 - **SUMMARIZED CHANGELOG**
 - Impro
- **ARMOURER'S WORKSHOP**
 - **Mod Update 0.31.2.82 > 0.37.0.94**
 - **SUMMARIZED CHANGELOG**
 - Added Weapon Overrides
 - Added Skinning Table, Soap

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- Added Skin Support for Mekanism Tools, Buildcraft Robots, Twilight Forest, Bows, Arrows, Blocks
 - Bug Fixes and lots of optimizations
 - Added New Tools
 - Updated Guide Book
- **AURA CASCADE**
 - **Mod Update 369 > 552**
 - **SUMMARIZED CHANGELOG**
 - Added many new blocks and items
 - Added Quests to the Encyclopedia Aura
 - Bug Fixes
 - Many fairy mechanics have changed
 - Cascading Smelter improvements
 - Violet Aura changes
 - New Textures
- **BIBLIOCRAFT**
 - **Mod Update 1.10.4 > 1.11.1**
 - **SUMMARIZED CHANGELOG**
 - Changes to Clock
 - Bug Fixes
 - New items : Framed Chest, Stockroom Catalogue
 - Recipe books can now be used to craft the item without a workbench
- **BINNIES MODS**
 - **Mod Update pre8 > pre14**
 - **SUMMARIZED CHANGELOG**
 - Bug Fixes
 - Added Field Kit, Analyst, Registry, Master Registry, Splicer
- **BLOOD MAGIC**
 - **Mod Update 3-1 > 3-2**
 - This wasn't updated far due to some bad crash bugs.
 - **SUMMARIZED CHANGELOG**
 - Added in game books
 - Added incense system
- **BOTANIA**
 - **Mod Update 1.6-187 -> 1.7-221**
 - **SUMMARIZED CHANGELOG**
 - TOO MANY TO EVEN SUM UP.
 - MANY NEW BLOCKS
 - MANY NEW ITEMS
 - MANY BALANCE CHANGES
 - **CONFIG CHANGES**
 - Enabled Passive Flower Withering by request of Vazkii
 - Dayblooms, Nightshades, and Hydroangeas will die off a little over 2 Minecraft days after being planted.
 - Keep in mind that, in that time, you can make around a dozen Endoflames, let alone other more powerful Mana generators
- **BUILDCRAFT**
 - **Mod Update 6.4.14 > 7.0.23**
 - **SUMMARIZED CHANGELOG**
 - Bug Fixes
 - New textures

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- Optimizations
 - Additions to Pipes, Tanks, Robots
 - Added Paintbrushes and other things
- **BUILDCRAFT COMPAT**
 - Mod Update 6.4.2 > 7.0.12
 - **SUMMARIZED CHANGELOG**
 - Lots of mod compatabilty added
- **CARPENTERS BLOCKS**
 - Mod Update 3.3.6 > 3.3.7
 - **SUMMARIZED CHANGELOG**
 - Bug Fixes
 - Garage Door changes
- **CHISEL**
 - Mod Update Chisel 2 2.3.10.37 > Chisel 1 2.9.1.6
 - Changed to Chisel 1 fork of mod, should not effect any chisel blocks
 - **SUMMARIZED CHANGELOG**
 - Bug Fixes
 - Lots of new blocks and items
- **CODE CHICKEN CORE**
 - Mod Update 1.0.6.43 > 1.0.7.47
 - **SUMMARIZED CHANGELOG**
 - No changelog provided
- **COFH CORE**
 - Mod Update 3.0.2-276 > B1-308
 - **SUMMARIZED CHANGELOG**
 - No Changelogs Provided
- **DECOCRAFT 2**
 - Mod Update DECOCRAFT V1.11 > DECOCRAFT 2.1.1
 - **SUMMARIZED CHANGELOG**
 - Lots of new items
 - New rendering system
 - New way to craft items
 - New placement system. Can hold Shift to place models in models.
- **DENSE ORES**
 - Mod Update 1.4.1 > 1.6.2
 - **SUMMARIZED CHANGELOG**
 - Dense Ores drop 3x the XP normal ore does
 - Improved mod compatability
 - Bug Fixes
 - Thaumcraft Aspects added
 -
- **DIMENSIONAL ANCHORS**
 - Mod Update 59.0.2 > 59.0.3
 - **SUMMARIZED CHANGELOG**
 - No changelog provided
- **ENCHIRIDION (FERRET BUSINESS CUSTOM)**
 - Mod Update 2.0.1 > 2.0.2a
 - **SUMMARIZED CHANGELOG**
 - Recipe feature added
 - Bug Fixes

- **ENDER IO**
 - **Mod Update 2.2.8.381 > 2.3.0.378**
 - **SUMMARIZED CHANGELOG**
 - No changelog provided
- **ENDER STORAGE**
 - **Mod Update 1.4.7.36 > 1.4.7.37**
 - **SUMMARIZED CHANGELOG**
 - No changelog provided
- **ENHANCED PORTALS 3**
 - **Mod Update 3.0.10 > 3.0.12**
 - **SUMMARIZED CHANGELOG**
 - Bug fixes
- **EXTRA CELLS**
 - **Mod Update 2.2.6.9NIGHTLY > 2.2.73b129**
 - **SUMMARIZED CHANGELOG**
 - Added OpenComputers ME Upgrade
 - Bug Fixes
- **EXTRA UTILITIES**
 - **Mod Update 1.2.4b > 1.2.11**
 - **SUMMARIZED CHANGELOG**
 - Added Soul of Forgotten Deity, Glove, Mobius Ingots, Ender Collector, Fluid and Energy Trash Cans, Advanced Filter, Mini Chests, Slightly Larger Chests
 - Tinker's Construct integration
 - Supports more mod wrenches
 - Bug Fixes
- **FLUXED CRYSTALS 2**
 - **TEMPORARY RECIPES**
 - Most magical crop seeds can be converted into Fluxed Crystal seeds
 - The following Magical Crops seeds will not have an equivalent, instead they will convert to a Universal Seed
 - Infused Shard Seed
 - Dye Seed
 - Nether
 - Fire
 - Water
 - Earth
 - Air
 - Spider
- **FORBIDDEN MAGIC**
 - **Mod Update 0.562 > 0.57**
 - **SUMMARIZED CHANGELOG**
 - Bug Fixes
 - Added Heretic Villager, Profane Wand
- **FORESTRY**
 - **Mod Update 3.5.4.13 > 3.6.6.24**
 - **SUMMARIZED CHANGELOG**
 - Bug Fixes
 -
- **GENDUSTRY**
 - **Mod Update 1.4.10.77 > 1.6.0.125**

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- **SUMMARIZED CHANGELOG**
 - New Bees
 - Bug Fixes
 - New Upgrades
 - Custom Hive Spawning System
- **HARDCORE QUESTING MODE - FERRET BUSINESS CUSTOM**
 - **CONFIG CHANGES**
 - Disabled Multi Rewards
 - This was supposed to be disabled initially but I had reset the configs early on and forgot to change this.
 - Players doing quests in parties will only receive a single reward. It is suggested to not quest in a party due to both bugs and because most quests are 'detect' quests anyways.
- **ICHUN UTIL**
 - Mod Update 4.1.2 > 4.2.2
 - **SUMMARIZED CHANGELOG**
 - No changelog provided
- **IGUANA TINKER TWEAKS**
 - Mod Update 2.1.4 > 2.1.5
 - **SUMMARIZED CHANGELOG**
 - Bug Fixes
 - **CONFIG CHANGES**
 - Removed Auto Smelt from the possible random bonuses you can get on leveling a tool up.
- **IMMIBIS CORE**
 - Mod Update 59.0.8 > 59.1.2
 - **SUMMARIZED CHANGELOG**
 - No changelog provided
- **INDUSTRIAL CRAFT 2**
 - Mod Update 2.2.686 > 2.2.774
 - **SUMMARIZED CHANGELOG**
 - Bug Fixes
- **IMPURE CORE**
 - Mod Update 1.0.0B9-54 > 1.0.0B9-62
 - **SUMMARIZED CHANGELOG**
 - Bug Fixes
- **IRON CHESTS**
 - Mod Update 6.0.41.729 > 6.0.62.742
 - **SUMMARIZED CHANGELOG**
 - Bug Fixes
- **MAGICAL CROPS**
 - **IMPORTANT NOTICE**
 - Magical Crops will be removed after this version. it is staying in to give players a chance to convert their Magical Crop seeds to Fluxed Crystals.
 - See Fluxed Crystals 2 section for more information.
 - **ITEM CHANGES**
 - Added tooltip to note that extra seeds are not obtainable through AgriCraft.
 - Renamed Urnaium Seeds to Uranium Seeds
 - Renamed Essence of the Magama to Essence of the Magma
 - **CONFIG CHANGES**

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- Increased second seed chance slightly. This is due to removing spreading and mutation from Agricraft crops.
- **MAGIC BEES**
 - **Mod Update 2.3.0 > 2.3.5**
 - **SUMMARIZED CHANGELOG**
 - New bees : Hibeescus, Osmium, Applied Energistics 2 bees, Thaumic Bees
 - Added Enchanted Soil
 - Bug fixes
 - Optimizations
- **MALISIS CORE**
 - **Mod Update 0.10.5 > 0.12.9**
 - **SUMMARIZED CHANGELOG**
 - Bug Fixes
- **MALISIS DOORS**
 - **Mod Update 1.4.3 > 1.10**
 - **SUMMARIZED CHANGELOG**
 - Added Minecraft 1.8 Door Variants, Iron Trapdoor, Sliding Trapdoor, Digicode, Saloon Doors
 - Added new movements
 - Bug Fixes
- **MANTLE**
 - **Mod Update 0.3.2 > 0.3.2a**
 - **SUMMARIZED CHANGELOG**
 - Bug Fixes
- **MEKANISM**
 - **Mod Update 8.1.2.229 > 8.1.7.252**
 - **SUMMARIZED CHANGELOG**
 - No changelog provided
 - **CONFIG CHANGES**
 - Changed displayed power from Mekanism Joules (J) to Redstone Flux (RF)
- **MINECRAFT**
 - **RECIPE CHANGES**
 - Changed One Wheat = One Seed recipe into Two Wheat = 2 Seeds.
- **MINEFACTORY RELOADED**
 - **Mod Update 2.8.0-104 > 2.8.1B1-131**
 - **SUMMARIZED CHANGELOG**
 - No changelog provided
 - **CONFIG CHANGES**
 - Sewage Lakes are now 3 times rarer
 - Sludge Lakes are now 3 times rarer
- **MOB PROPERTIES**
 - **Mod Update 0.3.4 > 0.4.2**
 - **SUMMARIZED CHANGELOG**
 - Bug fixes
- **MORPH**
 - **Mod Update 0.9.1 > 0.9.2**
 - **SUMMARIZED CHANGELOG**
 - No changelog provided
- **MRJTP CORE**

- **Mod Update 1.0.8.16 > 1.1.0.31**
 - **SUMMARIZED CHANGELOG**
 - Bug fixes
- **NATURA**
 - **Mod Update 2.2.0.1 > 2.2.1-a1**
 - **SUMMARIZED CHANGELOG**
 - Bug fixes
- **NEI ADDONS**
 - **Mod Update 1.12.7.21 > 1.12.11.36**
 - **SUMMARIZED CHANGELOG**
 - Added support for many mod workbenches
 - Bug Fixes
 - Improved AE2 Drag and Drop functionality
- **NEI INTEGRATION**
 - **Mod Update 1.0.9 > 1.0.12**
 - **SUMMARIZED CHANGELOG**
 - Bug Fixes
- **NETHER ORES**
 - **Mod Update 2.3.0-12 > 2.3.1RC1-19**
 - **SUMMARIZED CHANGELOG**
 - No changelog provided
- **NOT ENOUGH ITEMS**
 - **Mod Update 1.0.4.106 > 1.0.5.118**
 - **SUMMARIZED CHANGELOG**
 - No changelog provided
- **OPEN MODULAR TURRETS**
 - **Mod Update 1.3.8-35 > 2.1.4-183**
 - **SUMMARIZED CHANGELOG**
 - Bug Fixes
 - Added Turret Base Expanders, fences, walls, turret camouflage, recycler addon, turret concealment addon
 - Turrets now have single/multiple target functionality
- **OPEN BLOCKS**
 - **Mod Update 1.4.2 > 1.4.4**
 - **SUMMARIZED CHANGELOG**
 - Paintbrush can now be dyed and dye vanilla blocks
 - Vanilla color selector added to paint mixer
 - Bug fixes
 - Bear traps now open when entity is killed
- **OPEN MODS LIB**
 - **Mod Update 0.7.2 > 0.8**
 - **SUMMARIZED CHANGELOG**
 - Bug Fixes
- **PAM'S HARVEST CRAFT**
 - **Mod Update 1.7.10h > 1.7.10j**
 - **SUMMARIZED CHANGELOG**
 - Fruit Trees changed to act like normal fruit trees
 - Bug Fixes
 - Added churn block, quern block, animal trap, fish trap

- **PROGRESSIVE AUTOMATION**

- **Mod Update 1.6.16 > 1.6.27**
- **SUMMARIZED CHANGELOG**
 - Bug Fixes

- **PROJECT RED**

- **Mod Update 4.6.0.79 > 4.7.0pre9.92**
- **SUMMARIZED CHANGELOG**
 - Bug fixes
 - Added Block Placer, Fire Starter, Filtered Importers, Battery, Inductive Furnace, Solar Panel, Low Load Power Cable, Item Barrel, Charging Bench, Electric Screwdriver, Jetpack, Teleposer, Frame Motor, Frame Linear Actuator, IC Workbench, IC Printer, Integrated Circuit Simulation Engine, Cell Gate IC Parts, IC Blueprint Reset and Copy recipes, Crafting Extension chip,
 - Stock Keeper infinite stock and matching options
 - Fuel Efficiency enchantment for jetpacks
 - Dyes can be used to change color of segment displays
 - Color Filters can be added to tubes with wool strips
 - New Electroline Power System
- **CONFIG CHANGES**
 - Disabled the world generation of Project Red versions of Copper, Tin, and Silver.
 - Increased resistance of Electrotine to decrease spawn rate (it conflicted with other resources spawning at those Y-levels, which multiple other mods use in abundance)
 - Enabled retrogen of Electrotine for older worlds.

- **SOLAR FLUX**

- **Mod Update 05b > 08b**
- **SUMMARIZED CHANGELOG**
 - Added GUI to solar panels
 - Added upgrade system for solar panels
 - Bug Fixes
 - Solar Panel textures now connect

- **STEVE'S ADDONS**

- **Mod Update 0.10.13 > 0.10.16**
- **SUMMARIZED CHANGELOG**
 - Bug fixes

- **TAILS**

- **Mod Update 1.3.1 > 1.4.1a**
- **SUMMARIZED CHANGELOG**
 - Added Foxtato for Botania
 - Added alternate to Fox Ears, smaller Cat Ears, more Dragon Wings, Shark Tail
 - Bug Fixes

- **TC NODE TRACKER**

- **Mod Update 0.99-RC-2 > 1.1.2**
- **SUMMARIZED CHANGELOG**
 - Bug Fixes
 - Added Dimension Switching to Interface
 - Second Arrow option added
 - Arrow can now be scaled

- **THAUMIC ENERGISTICS**

- **Mod Update 0.8.9.3a-rv2 > 0.8.10.10**

- **SUMMARIZED CHANGELOG**
 - Shift Clicking in the ACT support added
 - Bug Fixes
- **THAUMIC TINKERER**
 - **Mod Update 164 > 470**
 - **SUMMARIZED CHANGELOG**
 - Bug fixes
 - Lots of other things.
- **THERMAL DYNAMICS**
 - **Mod Update 1.0.0-122 > 1.1.0-161**
 - **SUMMARIZED CHANGELOG**
 - Added Super Laminar Fluiducts, Luxducts, Redstone Relay
 - Bug fixes
- **TIC TOOLTIPS**
 - **Mod Update 1.2.4 > 1.2.5**
 - **SUMMARIZED CHANGELOG**
 - Bug Fixes
- **TINKER'S CONSTRUCT**
 - **Mod Update 1.8.4a > 1.8.7**
 - **SUMMARIZED CHANGELOG**
 - Redstone Faucet behaviour fixed
 - Oreberries no longer make nugget casts or can be obtained from castings
 - Bug fixes
 - Added Bricks for Alumite, Ardite, Cobalt, and Manyullyn
 - RFTools Integration
 - **CONFIG CHANGES**
 - Disabled "damage tools on death"
- **TOOLBOX**
 - **Mod Update 1.1.2 > 1.2.3**
 - **SUMMARIZED CHANGELOG**
 - Storage increased to 6
 - Tools are rendered in player hand
 - Bug Fixes
 - Added upgrade system
- **TRAVELER'S GEAR**
 - **Mod Update 1.15.7 > 1.16.5**
 - **SUMMARIZED CHANGELOG**
 - Bug Fixes
- **TTCORE**
 - **Mod Update 0.1.0-67 > REMOVED TEMP**
 - **SUMMARIZED CHANGELOG**
 - No changelog provided
- **VEINMINER**
 - **Mod Update 0.26.0 > 0.28.1**
 - **SUMMARIZED CHANGELOG**
 - Bug fixes

0.1.0 - Insert Witty Update Name Here

The focus of this update is to stabilize the pack and update it to newer Forge versions with the new Fluid API. Some mods will be removed until they update to the new fluid API as well.

- **NEW MODS**

- **Draconic Evolution**
 - Adds end game machines, tools, and more. All recipes are disabled and items are ONLY obtainable by Questing.
- **Solar Flux**
 - RF Equivalent mod to Compact Solars for IC2.
- **ZTones**
 - Even more decorating and design blocks. Also includes a few useful blocks like Garden Soil

- **REMOVED MODS**

- These mods are removed due to the fluid API changes. When/if they update, they will be added once again.
 - **GrowthCraft**

- **QUEST FIXES AND UPDATES**

- **EXPLORING YOUR WORLD**
 - Increased rewards slightly for Solarium Jetpack quest.
- **MAGICAL FLOWERS (BOTANIA)**
 - Removed Quite a Thirst task from Flowers of Consumption.
 - Added Quite a Thirst task to New Blossoms
 - Added Hydroganeas to this task.
 - This adds knowledge of another mana generating flower before the costly Rune quest.
- **CONDUIT MACHINERY (ENDER IO)**
 - Shifted most items to NBT Independent detection in many quests. This will make detection of them easier, in case they get renamed or enchanted in various ways
 - Added new task to Highest Grade Components : Why is it so Frightful?
 - Added Weather Crystal to this task.
 - Removed An Aversion to Trouble from Magical Machines
 - Removed Tower of Knowledge task from A Few New Tools
 - Changed Come Hither quest
 - Renamed it to Obelisk, Cooperate!
 - Updated lore text.
 - Added Rain Rain Go Away task
 - Added Weather Obelisk to this task.
 - Added An Aversion to Trouble task
 - Added Aversion Obelisk to this task
 - Added Tower of Knowledge task
 - Added Experience Obelisk to this task
 - Added Alternate Enderic Inventory quest.
 - Covers Sentient Ender, Remote Awareness Upgrade, and Inventory Panel items.
- **MACHINE LIFE (COMPACT MACHINES)**
 - Shifted most items to NBT Independent detection in many quests. This will make detection of them easier, in case they get renamed or enchanted in various ways
- **AUTOMATION STATION (PROGRESSIVE AUTOMATION, MFR)**
 - Shifted most items to NBT Independent detection in many quests. This will make detection of them easier, in case they get renamed or enchanted in various ways

- **BLIND BAGS**

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- CHISEL
 - Fixed bag C7 from trying to spawn a no-longer existing item.
- **CORPORATE SHOP**
 - GENERAL STORE
 - Fixed Energetic Magic Seed Bags, they should now give the appropriate seeds instead of Heavy Metal seeds.
 - RFTool Dimlet Crates are back and updated.
 - HARDWARE STORE
 - Ore Shipments have been condensed into tiers. When you complete an Ore Shipment quest, you can choose which metal crate to get.
 - Added Apatite Ore shipment
 - Added Redstone Ore shipment
 - Added Certus/Charged Certus Quartz shipment
 - Added Nether Quartz Shipment.
 - Added Cobalt Ore Shipment
 - Added Ardite Ore Shipment
 - ARMAMENT STORE
 - Added the first Draconic Evolution quests called Penultimate Research
 - You will need to get a good bit into each Reputation track. Doing at least half of all current questlines should cover Job Title, while getting to Iron/Steel Shop Tier is good, and nearly halfway along the Trader ranks.
 - Only Draconium/Wyvern items are available, up to resurrecting the Ender Dragon. More quests will be added next update.
 - ***Yes, everything is supposed to be bloody expensive. No, I won't change that. =)***
- **SUPPLY AND PRODUCTION CONTRACTS**
 - UPDATED CONTRACTS
 - Contract system has been revamped. This is to allow folks to submit materials constantly instead of waiting for timers.
 - In the works is a machine that will 'ship' Supply Crates out for you, so that you can make a fully automated factory. It will not be in this update, though.
 - TEMPORARY : You can automatically submit Supply Crates via the EnderIO SAG Mill. A temporary quest has been added that will give a free SAG Mill.
 - Renamed Shipping Instructions to A Guide to Contracts
 - Added Contract Guide book to the reward.
 - Made quest repeatable every 7 minecraft days.
 - All Contracts are now instant cooldown.
 - All Small/Normal Supply and Production Contracts have been rebalanced for the new system.
 - All Large Supply quests have been removed.
 - Recipes for each have been removed.
 - Added recipes to convert existing Large Supply Crates into 9 smaller ones.
 - All x25 Production Contracts have been removed.
 - Production Tiers have been renamed to be easier to search for in NEI.
 - Very Cheap > **Cheap**
 - Cheap > **Inexpensive**
 - Decent (no change)
 - Expensive > **Upscale**
 - Very Expensive > **Luxurious**
 - Implemented a Trader Chit system :

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- Each contract will only earn you a little money and a Trader Chit.(no reputation)
 - You can combine Trade Chits into larger and larger values.
 - The larger the value, the more money and reputation it is worth.
 - 8 Bronze Trader Chits (8 trades) are worth less than a single Gold Trader Chit (64 trades).
 - Trader Chits go up to 4096, which net you the most profit.
- **COMMON METAL SUPPLY**
 - Redstone Blocks and Apatite Blocks can now be put into Common Metal Supply Crates.
- **UNCOMMON METAL SUPPLY**
 - Certus Quartz, Nether Quartz, and Pure Certus Quartz can now be put into Uncommon Metal Supply Crates.
- **CHEAP FURNITURE CONTRACTS**
 - Fixed Desk tooltip to say Inexpensive instead of Very Cheap.
- **POWER PROVIDER CONTRACTS**
 - Cut rewards given down heavier than other contracts.
- **FORGE**
 - **API UPDATE - 10.13.2.1352 -> 10.13.3.1388**
 - This means we will be on the new fluid API, and some mods may not work anymore, and will be removed until they do work. See top of this changelog to see what is gone for now.
- **AE2 STUFF**
 - **MOD UPDATE 1.7.17 -> 0.2.1.22**
- **AOBD 2**
 - **MOD UPDATE 2.5.0 -> 2.6.2**
- **APPLIED ENERGISTICS 2**
 - **MOD UPDATE rv2-beta18 -> rv2-stable-1**
- **ARMOURER'S WORKSHOP**
 - **MOD UPDATE 0.29.2.76 -> 0.31.2.82**
- **AURA CASCADE**
 - **MOD UPDATE 357 -> 362**
- **BIBLIOCRAFT**
 - **MOD UPDATE 1.10.2 -> 1.10.4**
- **BIG REACTORS**
 - **RECIPE CHANGES**
 - You can now convert between Blocks of Uranium and Blocks of Yellorium by crafting them with an ingot/uranium of the other type.
- **BIOMES O PLENTY**
 - **MOD UPDATE 2.1.0.1210 -> 2.1.0.1274**
 - **RECIPE CHANGES**
 - Craft a single Thaumcraft Amber to get Biomes o Plenty Amber
 - This is easier than me changing 2 dozen modded recipes.
- **BUILDCRAFT**
 - **MOD UPDATE 6.4.3 -> 6.4.14**
- **BUILDCRAFT COMPAT**
 - **MOD UPDATE 6.4.0 -> 6.4.2**
- **CODE CHICKEN CORE**
 - **MOD UPDATE 1.0.4.29 -> 1.0.6.43**
- **COFH CORE**
 - **MOD UPDATE 3.0.2-262 -> 3.0.2-276**

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- **COMPACT MACHINES**
 - MOD UPDATE 1.17 -> 1.19
- **ENDER IO**
 - MOD UPDATE 2.3.0.375 -> 2.3.0.378
- **ENDER STORAGE**
 - MOD UPDATE 1.4.5.27 -> 1.4.7.36
- **EXTRA CELLS**
 - MOD UPDATE 2.2.62 -> 2.2.68
- **FORESTRY**
 - MOD UPDATE 3.4.0.7 -> 3.5.4.13
- **GENDUSTRY**
 - MOD UPDATE 1.4.4.54 -> 1.4.10.77
- **HARDCORE QUESTING MODE - FERRET BUSINESS CUSTOM**
 - MOD UPDATE 4.2.3 -> 4.2.4
 - CONFIG CHANGES
 - Enjoy the new audio intro in the HQM book!
- **HEADCRUMBS**
 - MOD UPDATE 1.3.1 -> 1.5.1
- **INDUSTRIAL CRAFT 2**
 - RECIPE CHANGES
 - You can now convert between Blocks of Uranium and Blocks of Yellorium by crafting them with an ingot/uranium of the other type.
- **IMPURE CORE**
 - CONFIG CHANGES
 - Enabled NEI search filters for :
 - Applied Energistics 2
 - Thermal Expansion
 - Mekanism
 - Minefactory Reloaded
 - Tinker's Construct
 - Buildcraft
- **LYCANITES MOBS**
 - MOD UPDATE 1.10.13.0 -> 1.10.14.0
 - CONFIG CHANGES
 - Arisaurs now drop Tinged Leaves instead of Shimmering Scales
 - Skylus now drop Wriggling Tentacles instead of Downy Feathers
 - Mob Events have been enabled. They have a minimum of 1 hour between each event, and maximum of about 5 hours.
- **MEKANISM**
 - MOD UPDATE 8.1.0.216 -> 8.1.2.229
- **NETHER ORES**
 - RECIPE CHANGES
 - Added Furnace recipe to turn Nether Iridium Ore into 4 Iridium Ore
- **NOT ENOUGH ITEMS**
 - MOD UPDATE 1.0.4.83 -> 1.0.4.106
- **OPEN MODULAR TURRETS**
 - MOD UPDATE 1.3.4 -> 1.3.8
- **OPEN BLOCKS**
 - MOD UPDATE 1.3 -> 1.4.2
- **OPEN BLOCKS LIB**

- MOD UPDATE 0.6 -> 0.7.2
- **PNEUMATICRAFT**
 - MOD UPDATE 1.6.4-66 -> 1.6.8-72
- **PROGRESSIVE AUTOMATION**
 - MOD UPDATE 1.6.5 -> 1.6.16
- **PROJECT RED**
 - MOD UPDATE 4.5.16.77 -> 4.6.0.79
 - Removed Project Red Compatability : this should solve the wonkiness with melting redstone in a TiCon Smeltery.
- **RFTOOLS**
 - MOD UPDATE 2.80 -> 2.83
 - **CONFIG CHANGES**
 - Dimlet Rarity Changes - These will affect both new and existing words, make sure you can afford to pay the new costs!

DISABLED	Rarity 2	Rarity 3
Molten Adamantine Nether Adamantine Ore Nether Mithril Ore Draconium Ore Nether Tungsten Ore Nether Tennantite Ore Nether Magnesium Ore Nether Nikolite Ore Nether Titanium Ore Nether Mithril Ore Nether Rutile Ore Liquid Death Flux Goo Molten Mithril Arctic Ooze Molten Red Aurum Red Plasma Liquid Blue Slime Fluid Disease Witchery Brew Witchery Brew Liquid Molten Zinc	Cinnabar Ore Glass (Rarity 1) Nether Salt Ore Stained Glass (Rarity 1)	Redstone Block Molten Copper Etching Acid Purifying Fluid Liquid Honey Molten Iron Liquid Meat Liquid Mushroom Soup Molten Obsidian Molten Osmium Liquid Protein Molten Tin Osmium Ore
Rarity 4	Rarity 5	Rarity 6
Liquid Cryotheum Liquid Cyanite Molten Electrum Liquid Fuel Liquid IC2 Coolant Liquid Redstone Liquid Rocket Fuel Nether Lead Ore Infused Shards Nether Amber Ore	Liquid Biofuel Molten Platinum Liquid Yellorium Nether Gold Ore Nether Emerald Ore Nether Diamond Ore Nether Uranium Ore Nether Shiny Ore Shiny Ore Molten Ardite	Liquid Life Essence Liquid Mob Essence Diamond Block Emerald Block Nether Iridium Ore Hollow Tears

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Nether Ruby Ore Nether Peridot Ore Nether Sapphire Ore Nether Ferrous Ore Nether Pig Iron Ore Silver Ore Lead Ore Ferrous Ore Biomass Molten Bronze Molten Dark Steel Molten Gold Molten Lead Liquid DNA Molten Lumium Mutagen Molten Nickel Nutrient Distillation Molten Pig Iron Molten Refined Glowstone Molten Signalum Molten Silver Molten Steel	Ethanol Liquid Enderium Molten Fairy Fire Water Hootch Biogas Molten Invar Molten Manyullun Molten Pokefennium	
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- **THAUMCRAFT**
 - **RECIPE CHANGES**
 - Craft a single Biomes o Plenty amber to get Thaumcraft Amber
 - This is easier than me changing 2 dozen modded recipes.
- **THAUMIC ENERGISTICS**
 - MOD UPDATE 0.8.9.0b-rv2 -> 0.8.9.3a-rv2
- **THAUMIC TINKERER**
 - MOD UPDATE 164 -> 470
- **TIC TOOLTIPS**
 - MOD UPDATE 1.2.3 -> 1.2.4
- **TINKERS CONSTRUCT**
 - MOD UPDATE 1.8.3 -> 1.8.4a
- **TINKERS MECHWORKS**
 - MOD UPDATE 0.2.11.94 -> 0.2.14.100
- **TOOLBOX**
 - MOD UPDATE 1.1.1 -> 1.1.2
 - This should fix the issue where the toolbox wouldn't harvest some special blocks like Botania Drums.
- **WAILA PLUGINS**
 - MOD UPDATE 0.0.1-14 -> 0.0.1-15
- **WITCHERY**
 - MOD UPDATE 0.23.2 -> 0.24.1
- **ZTONES**
 - **DEFAULT CONFIG CHANGES**
 - Disabled Ofanix
 - Disabled Totem Tool
 - **RECIPE CHANGES**

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- Changed Mini Coal and Mini Charcoal recipes
 - They now take 2 of their respective items to make 16 mini

0.0.8b - B is for Bugfix Update

- **NEW MODS**

- **AE2 Stuff**
 - Adds a few simple blocks to make crystal growing less of a pain on servers
- **Extra TIC**
 - Adds more mod material support to Tinker's Construct
- **Thaumcraft NEI Addon**
 - Adds recipes for Thaumcraft to NEI when you unlock them
- **Echiridion 2**
 - Will be used to give instructional books, images, and expand on the background lore.
- **Mod Tweaker**
 - Allows more MineTweaker control over modded recipes and structures.

- **QUEST FIXES AND UPDATES**

- **GENERAL STORE**
 - Added new Magical Crops quests for less randomized bags. You will need to gain enough reputation in all three tracks to unlock them.
 - Disabled Dimlet Crate Purchasing due to config reset for RFTools
- **SUPPLY CONTRACTS**
 - Added Plant Contracts : most non-food based plantlife from Minecraft, Natura, and Biomes O Plenty can be crated up and shipped in for coins and reputation.
- **EXPLORING YOUR WORLD**
 - Shifted most items to NBT Independent detection in many quests. This will make detection of them easier, in case they get renamed or enchanted in various ways :
 - Exploring the Underworld
 - Clarified that you can craft Heat Sand and Tainted Soil for Hot Sand and Dark Soil task.
 - Added Ghostwood Sapling to Special Trees task. Clarified you can now craft a Ghostwood Sapling.
- **BUILDING YOUR HOME**
 - Shifted most items to NBT Independent detection in many quests. This will make detection of them easier, in case they get renamed or enchanted in various ways :
- **PROTECTING YOUR ASSETS**
 - Shifted most items to NBT Independent detection in many quests. This will make detection of them easier, in case they get renamed or enchanted in various ways :
- **BOTANIA**
 - Shifted most items to NBT Independent detection in the following quests. This will make detection of them easier, in case they get renamed or enchanted in various ways :
 - Botania - Magical Flowers!
 - Added note about using Shears on double tall Flowers
 - Sun and Moon Flowers
 - Added note about Dayblossoms not working adjacently to each other.
 - Quartz Conundrum
 - Changed Azulejo to Fuzzy Detection : it will recognize any pattern of Azulejo.
 - Corporea Item Logistics
 - Increased Spark requirement from 1 to 3
 - Added Visuality task. This covers the Corporea Crystal Cube
 - Updated A Long Funnel task to add that rotated items in the Item Frame will request more of an item at once.
 - Elven Flowers

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- Added Hellish Mines task. This covers the Orechild Ignem
 - **EXTRA UTILITIES**
 - Shifted most items to NBT Independent detection in many quests. This will make detection of them easier, in case they get renamed or enchanted in various ways :
 - **ENDER IO**
 - Powered Up
 - Changed detection : no longer need to make Powered versions, but quest will explain how each item works.
 - Improved Power Systems
 - Switched Deprecated Capacitor Bank for the three tiers of Capacitor Bank
 - **PROGRESSIVE AUTOMATION**
 - Progressive Automation
 - Finished the missing text for the PA Wrench.
- **BLIND BAG FIXES**
 - **ENDER IO**
 - Made sure all Capacitor Banks were appropriately bagged.
- **AGRICRAFT**
 - **CONFIG CHANGES**
 - Magical Crops Seed Tier has been lowered from 3 to 2
 - This makes the grow a bit faster than before. Vanilla seeds are Tier 1.
- **BDLIB**
 - **MOD UPDATE 1.6.0.36 -> 1.7.1.71**
- **BIBLIOCRRAFT**
 - **RECIPE CHANGES**
 - Hand Drill now uses Ore Dictionary materials.
- **BIOMES O PLENTY**
 - **ORE DICTIONARY CHANGES**
 - Ruby, Sapphire, and Peridot blocks are now ore dictionaryed with the Project Red versions
- **BOTANIA**
 - **MOD UPDATE 1.6-183 -> 1.6-187**
 - Fixes Petite Flowers not being craftable sometimes
- **EXTRA UTILITIES**
 - **MOD UPDATE 1.2.3 -> 1.2.4b**
 - **RECIPE CHANGES**
 - Item Filter now uses Ore Dictionary materials.
- **EXTRA CELLS**
 - **MOD UPDATE 2.1.37 -> 2.2.62**
- **FERRET SHINIES**
 - **MOD UPDATE 1.2.82 -> 1.2.84**
 - Breaking icon graphics bug finally fixed!
- **LYCANITES MOBS**
 - **CONFIG CHANGES**
 - Changed PotionID effects from Auto to set (170-178). This should fix issues of the wrong potion effect being applied....like eating some meat and suddenly exploding.
- **MAGIC BEES**
 - **MOD UPDATE 2.3.0 BETA -> 2.3.0 RELEASE**
 - Fixes NEI crash when U key is pressed.
- **MALISIS DOORS**
 - **RECIPE CHANGES**
 - Player Sensor now uses Ore Dictionary materials.

- Vanishing Blocks now use Ore Dictionary materials.
 - Garage Door now uses Ore Dictionary materials.
 - Sliding Glass Doors now use Ore Dictionary materials.
- **MEKANISM**
 - **MOD DOWNGRADE 8.1.1.217 -> 8.1.0-216**
 - This fixes the more prevalent bug with Logic Pipes. Electric Pumps in the Nether will still cause issues.
- **RFTOOLS**
 - **CONFIG RESET**
 - Due to updates to both biomes, mods, and whatnot, the RFTools configs have been reset. This may change various dimlets already in your world.
 - Dimlet purchasing in the store has been disabled until the new dimlet bags can be constructed.
- **NATURA**
 - **CONFIG CHANGES**
 - Enabled Nether Override. This should fix some things like Heat Sand and Tainted Soil not generating.
- **NEI ADDONS**
 - **MOD UPDATE 1.12.3.11 -> 1.12.7.21**
- **NEI INTEGRATION**
 - **MOD UPDATE 1.0.7 -> 1.0.9**
- **STARTING INVENTORY**
 - **CONFIG CHANGES**
 - Added Assistant Handbook to starting equipment. This replaces the Big Book in the Initial Quest screen.
- **WAILA**
 - **MOD UPDATE 1.5.9 -> 1.5.10**
- **VEIN MINER**
 - **CONFIG CHANGES**
 - Added IC2 Rubber Wood to Axe Block List
 - Added Minefactory Reloaded Rubber Wood to Axe Block List
 - Added Natura Bloodwood to Axe Block List
 - Made both Bloodwood wood blocks Equivalent to each other.
 - Made Regular and Dense Ores Equivalent to each other
 - Made Unlit and Lit Redstone Ore Equivalent to each other.

0.0.8 - The Factory Line Update

- **QUESTING AND BLIND BAGS**

- **NEW QUESTS AND BLIND BAGS**

- Minefactory Reloaded

- 27 New quests located in Automation Station
 - 9 New Blind Bags (5 Cheap, 2 Decent, 2 Good, 2 Amazing)

- Botania

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

- **CHANGED QUESTS**

- **REPUTATION CHANGES**

- **TRADER RANKS**

- Increased the amount of Trader Reputation required by all ranks above Trader. The previous amounts were a placeholder.

- **GENERAL STORE**

- **EXCHANGE RATES**

- Added information on what Tier unlocks the next exchange rate.

- **SUPPLY CONTRACTS**

- Shifted placement of current Supply Contracts for future additions.

- **PRODUCTION CONTRACTS**

- Replaced quest images for the 1x quests with a basic item usually used in that production contract.

- **ANCIENT STAFF**

- Lowered reward to 250 coins, due to changes last update in the Hardware Store, making it much easier to get every gemstone needed.

- **POWER PROVIDER**

- Very Large contract now gives Trader Rank instead of Job Title reputation.

- **EXPLORING YOUR WORLD**

- **BIOMES O PLENTY**

- Biomes O Plenty

- Condensed Mud and Quicksand tasks. Clarified you can turn Quicksand into Sand with a Sponge and make Mudballs yourself.

- Flora of the World

- Removed Barley task
 - Combined Bamboo and Cattail tasks, removed River Cane requirement.
 - Removed most of the Flower requirements.
 - Removed Glowflower task.

- Trees of the World

- Removed most of the Tree requirements

- **NATURA**

- Natura

- Fixed Berry Bush detection (again).

- Exploring Over the World

- Removed some of the tree requirements

- Exploring the Underworld

- Removed Ghostwood Sapling requirement

- **AUTOMATION STATION**

- **PROGRESSIVE AUTOMATION**

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- Condensed footprint of the questline to make room for the much more complex Minefactory Reloaded questline.
 - Rebalanced rewards slightly : With the addition of MFR quests, payouts for PA needed to be lowered so the entire quest page is balanced in payout.
- **MAGICAL FLOWERS**
 - **BOTANIA**
 - Added new task to Quartz Conundrum : Special Stones
 - Andesite, Granite, Basalt, and Diorite added to this section.
 - Added new task to Elven Flowers : Blub Blub Blub
 - Bubbel added to this section
 - Added Sunny Quartz to Rainbow Quartz in Quartz Conundrum
 - Added new task to Flowers of the Mind : How Don't They Work?
 - Solegnolia added to this section
 - Updated text for the Marimorphosis in Flowers of the Earth
 - Updated text for the Hydroangea in Flowers of Consumption
 - It no longer consumes Water if it has an infinite water source close by
 - Added new task to Power Tools : Burning Lamp
 - Blaze Lamp added to this section
 - Added new task to Corporea Item Logistics : Stock Check
 - Added Corporea Interceptor to this section.
 - Updated text for Phantom Ink in Better Equipment
 - Added new task to Teacher to Student : Tiny Beauties
 - Added Bellethorne Petite to this section.
- **AGRICRAFT**
 - **CONFIG CHANGES**
 - Growing Magical Crops with AgriCraft is heavily changed with this update. They are slower to grow, and have the same spread chance as a second seed the vanilla way.
 - Water flowing over Irrigation Tanks will now fill the tank.
 - This is because bigger and bigger tanks seem to affect performance, so keeping small tank structures would be a good idea.
- **ARMOURER'S WORKSHOP**
 - MOD UPDATE - 0.28.0.70 -> 0.28.0.76
- **BIG REACTORS**
 - MOD UPDATE - 0.4.1A2 -> 0.4.3A
- **BINNIES MODS (Extra Trees, Bees, Genetics)**
 - MOD UPDATE - 2.0-pre5 -> 2.0-pre8
- **BIOMES O PLENTY**
 - MOD UPDATE - 2.1.0.1164 -> 2.1.0.1210
 - **RECIPE CHANGES**
 - Added Mudball recipe.
 - **CONFIG CHANGES**
 - Disabled Custom Fog Color
 - This shouldn't be necessary with the BoP update but I'm leaving it in.
- **BLOOD MAGIC**
 - MOD UPDATE - 1.3.1-7 -> 1.3.2-1
- **BOTANIA**
 - MOD UPDATE - r1.6-173 -> r1.6-183
- **CARPENTERS BLOCKS**

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- MOD UPDATE - 3.3.5 -> 3.3.6
- **CHISEL 2**
 - MOD UPDATE - 2.3.9-36 -> 2.3.10-37
- **COFH CORE**
 - MOD UPDATE - 3.0.0RC7-211 -> 3.0.2-262
- **ENDER IO**
 - MOD UPDATE - 2.3.0.368 -> 2.3.0.375
 - Fixes GUI's crashing
- **EXTRA CELLS**
 - MOD UPDATE - 1.2.2 -> 1.2.3
- **EXTRA UTILITIES**
 - MOD UPDATE - 1.2.2 -> 1.2.3
- **FERRET SHINIES**
 - MOD UPDATE - 1.2.81 -> 1.2.82
- **HARDCORE QUESTING MODE - FERRET BUSINESS EDITION**
 - MOD UPDATE - 4.2.2 -> 4.2.3
- **IGUANA TINKER TWEAKS**
 - **CONFIG CHANGES**
 - Enabled Tool Tweaks
 - You can now craft 2 gravel into 1 flint
 - You can now use tool parts to make other toolparts (changing a Pickaxe Head into a Shovel head for example)
 - String can be used as a binding
 - Casting metal stencils now burns the material used to create it
 - You can now repair your tool in any crafting grid
 - Silky Cloth now takes Gold Ingots instead of Nuggets
- **MAGICAL CROPS**
 - **CONFIG CHANGES**
 - Growing Magical Crops with AgriCraft is heavily changed with this update. They are slower to grow, and have the same spread chance as a second seed the vanilla way.
- **MEKANISM**
 - MOD UPDATE - 8.1.0 -> 8.1.1
- **MINEFACTORY RELOADED**
 - MOD UPDATE - 2.8.0RC8-86 -> 2.8.0-104
- **PAMS HARVEST CRAFT**
 - MOD UPDATE - 1.7.10a -> 1.7.10h
- **PROJECT RED**
 - MOD UPDATE - 4.5.15.75 -> 4.5.16.77
- **RFTOOLS**
 - MOD UPDATE - 2.74 -> 2.80
- **THERMAL DYNAMICS**
 - MOD UPDATE - 1.0.0RC7 -> 1.0.0-122
- **THERMAL EXPANSION**
 - MOD UPDATE - 4.0.0RC7-141 -> 4.0.1-182
- **THERMAL FOUNDATION**
 - MOD UPDATE - 1.0.0RC7-62 -> 1.0.0-81
- **TOOLBOX**
 - MOD UPDATE - 1.1.0 -> 1.1.1

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0.0.7 - The Hunt for Red Lagtober Update

- **QUESTING AND BLIND BAGS**

- **NEW QUESTS AND BLIND BAGS**

- **BIBLIOCRAFT**

- 1 New Blind Bag (Cheap)
 - Replaced 2 Blind Non Bag Rewards

- **TOOLBOX (EXPLORING YOUR WORLD)**

- 1 new quest
 - 1 new blind non-bag item

- **UPDATED QUESTS**

- **INITIAL RESEARCH**

- Changed rewards for first few quests.

- **BIBLIOCRAFT**

- Fixed Desk detection.
 - Added new task to "A Hip Style" : See n Saw
 - Framing Saw added to this section
 - Framing Board and Framing Sheet added to this section.
 - Added new task to "A Hip Style" : Stone Chairs are ARTISTIC!
 - Furniture Paneler and Framed Seat added to this section.
 - Added new task to "Handy Tools" : Not Quite Mariana Deep...
 - Plumb Line added to this section.
 - Added new task to "Special Editions" : Ferret Maps? fMaps? Hm...
 - The Atlas added to this section.

- **CHISEL 2**

- Removed task from "A Custom Home" : Surprise!

- **PRODUCTION CONTRACTS**

- Furniture Paneler added to Cheap Job Deco item list.
 - Power Provider quests now require the Flux Capacitors to be crated first.

- **BOTANIA**

- Added new task to Elven Upgrades : Killed Until Dead
 - Resolute Ivy added to this section
 - Added new task to "The Best Equipment?" : Black Hole Sun
 - Black Hole Talisman added to this section
 - Added new task to "Strenght of Gaia" : Holy Roller
 - Added Dice of Fate to this section

- **ENDER IO**

- Changed the 3 Materials quests so that they give you the option of selecting one of the components you turn in back as a quest reward.
 - The new blocks and items have not been added to the questlines yet.

- **A RED WORLD**

- Previously "Of Steam and Smoke", quest page 17

- **QUESTionable Admin**

- Previously "A RED World", the last page in the book
 - This section will have quests that are to be used if your HQM progress is reset. You can turn in admin-only spawned items to get 50 reputation for either Shop or Trader rank.

- **AURA CASCADE**

- **MOD UPDATE : 303 -> 310**

- Fixes crash when certain RF machines are placed next to pumps

- **BIBLIOCRAFT**

- **MOD UPDATE : 1.8.1 -> 1.10.2**

- **BIBLIOWOODS**

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- **MODS REMOVED**
 - Bibliocraft update adds a Furniture Paneler, which enables the use of any solid block texture. Bibliowoods is not needed anymore, and removing it improves on pack lag and resources.
- **BIOMES O PLENTY**
 - **MOD UPDATE : 2.1.0.1019 -> 2.1.0.1164**
- **BOTANIA**
 - **MOD UPDATE : 170 -> 173**
 - Fixes a few more rare crash issues
- **CHISEL 2**
 - **MOD UPDATE : 2.3.3.28 -> 2.3.9.36**
 - Fixes ore dictionary stuff and some crashing issues with certain blocks.
- **CUSTOM MAIN MENU**
 - **NEW MOD**
 - We now have a spiffy new menu!
- **ENDER IO**
 - **MOD UPDATE : 2.2.8.349 -> 2.2.8.368_beta**
 - Hopefully fixes a lot of latent issues.
 - **CONFIG CHANGES**
 - Separated Wither Skeletons ID-wise again, as latest versions fixes the Night of a Thousand Wither Skeletons chunkloading bug.
- **FASTCRAFT**
 - **MOD UPDATE : 1.19 -> 1.21**
- **FERRET SHINIES**
 - **MOD UPDATE : 1.2.80 -> 1.2.81**
 - Added 4 new icons
- **FORESTRY**
 - **CONFIG CHANGES**
 - Lowered maximum naturally spawned butterflies to 75
 - Lowered maximum overall spawned butterflies to 250
- **GROWTHCRAFT BAMBOO**
 - **MOD REMOVED**
- **HOLO INVENTORY**
 - **MOD REMOVED**
- **IGUANA TINKER TWEAKS**
 - **MOD UPDATE : 2.1.2 -> 2.1.4**
 - Fixes lots of issues, including losing Silk Touch when upgrading tool parts.
- **IN-GAME WIKI MOD**
 - **MOD REMOVED**
 - For a small mod, this is in the top 15 of mods that take the longest to load. It is also something that can be added by any player if they want it.
- **JABBA**
 - **MOD UPDATE : 1.2.0a -> 1.2.1a**
 - Bunch of fixes.
- **LYCANITES MOBS**
 - **MOD UPDATE : 1.10.11.2 -> 1.10.13.0**
 - This update causes another config reset. Default-wise, this is good, as many of the monsters base health and damage has been lowered across the board. I will go through and change things similar to how I had them before, and make some more tweaks.
- **MEKANISM**

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- **MOD UPDATE : 8.0.2 -> 8.1.0**
 - Whole lot more bugfixes!
- **MOBIUSCORE**
 - **MOD DOWNGRADE : 1.2.4a -> 1.2.3**
- **MR CRAYFISH FURNITURE MOD**
 - **MOD REMOVED**
 - Plenty of furniture as it is.
- **OPIS**
 - **MOD DOWNGRADE : 1.2.4a -> 1.2.3**
 - Mobius Core and Opis are being downgraded due to some issues. There is a planned new version coming out shortly that should fix it, but until then downgrading has been highly suggested.
- **PNEUMATICRAFT**
 - **MOD UPDATE : 1.5.4-56 -> 1.6.4-66**
- **PROJECT RED**
 - **MOD UPDATE : 4.5.14.66 -> 4.5.15.75**
 - Various issues fixed.
- **SIMPLY JETPACKS**
 - **MOD UPDATE : 1.3.2 -> 1.4.1**
 - Code refactored, should run better.
- **TOOLBOX**
 - **MOD UPDATE : 1.0.4 -> 1.1.0**
 - Adds support for Tinker's Construct tools.
- **TWILIGHT FOREST**
 - **MOD UPDATE : 2.3.4 -> 2.3.5**
 - More bugfixes!
- **YAMPT**
 - **NEW MOD**
 - This allows me to track crashes and also send update warnings in case a mod or item is changing and people need to do something before updating.
- **WTP**
 - **MOD REMOVED**
 - No longer needed due to Custom Main Menu

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

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- 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

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- 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)
 - Serpix 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 Vespide 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

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- 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**

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- **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.
- **FORBIDDEN MAGIC**
 - **NEW MOD**
 - Adds new items and rituals to let Blood Magic, Thaumcraft, and Botania working together.
- **FOXLIB**
 - **MOD UPDATE : 0.5.0dev9 -> 0.7.0dev23**
- **IGUANA TWEAKS**
 - **CONFIG CHANGES**
 - Disabled additional Harvest Levels. This was accidentally left in last update.

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- 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
- **TRAVELERS GEAR**
 - NEW MOD
 - Adds abil
- **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**

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- 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**

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- 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.

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- **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 Poxel
 - 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**

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- **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.

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- **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

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- 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

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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.

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- 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

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- 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**

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- 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

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- 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

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