**Regrowth version 0.8.0 Changelog**

**Mod Changes:**
- Added Accidentally Circumstantial Events version 1.8.0
- Added Arcane Arteries version 0.6
- Added Biome Tweaker version 1.2.128
- Added Blood Arsenal version 1.1-14
- Added Companions version 1.2
- Added Crafting Tweaks version 1.0.18
- Added Guide-API version 1.0.1-20
- Added Millenaire version 6.0.0
- Added Sanguimancy version 1.1.9-32
- Added Similsax Transtructors version 1.7.10.11
- Added Storage Drawers: Forestry Pack version 1.0.1
- Added Storage Drawers: Natura Pack version 1.0.2
- Added YuutoLib version 1.0.1
  - New coremod for Enhanced Inventories
- Replaced ttCore with EnderCore version 0.0.1.4-alpha
- Removed Steve's Barren lands
  - Same function now achieved through BiomeTweaker
- Removed YAMPST
  - As it was fairly useless with the high levels of traffic Regrowth generates
- Updated Automagy to 0.26.3
- Updated Agricraft to 1.4.0-beta-2
- Updated Applied Energistics 2 to rv2-stable-10
- Updated Bagginses to 2.1.1
- Updated Bibliocaft to 1.10.6
- Updated Binnie's Mods to 2.0-pre14

- Updated Blood Magic to 1.3.3-13
- Updated Botania to 1.7-211
- Updated Buildcraft to 7.0.20
- Updated Buildcraft Compat to 7.0.11
- Updated Carpenter's Blocks to 3.3.6
- Updated Chisel 2 to 2.5.0.42
- Updated CodeChickenCore to 1.0.7.46
- Updated COFH Core to 3.0.3-303
- Updated Enchiridion 2 to 2.0.1
  - (and removed Ench1 as it is now packaged in Ench2)
- Updated Ender Zoo to 1.0.15.32
  - Direwolves are less obnoxious now
- Updated Enhanced Inventories to 1.1.3
- Updated ExtraTiC to 1.4.5
- Updated Forbidden Magic to 0.57
- Updated Forestry to 3.6.3.20
- Updated Garden Stuff to 1.6.3
- Updated Gravestone to 2.12.4
- Updated Hardcore Questing Mode to 4.2.4
- Updated INpure Core to 1.0.0B9-62
- Updated Magic Bees to 2.3.4
- Updated Mariculture to 1.2.4.2a
- Updated Mekanism to 8.1.7.252
- Updated ModTweaker to 0.9.2
- Updated NEI Addons to 1.12.11.36
- Updated NEI Integration to 1.0.12
- Updated NetherOres to 2.3.0-12
- Updated NotEnoughItems to 1.0.5.111
- Updated Railcraft to 9.7.0.0
- Updated Storage Drawers to 1.5.15
- Updated Tinker's Construct to 1.8.7
- Updated TC Node Tracker to 1.1.2
- Updated Thaumcraft NEI Plugin to 1.7a
- Updated Thaumic Exploration to 1.1-53
- Updated TiC Tooltips to 1.2.5
- Updated Traveller's Gear to 1.16.5
- Updated WAILA Harvestability to 1.1.2
- Updated WAILA Plugins to 0.1.0-18
- Updated Witchery to 0.24.1
- Updated Witching Gadgets to 1.1.9

**Config Changes:**
- ACE
  - Secret feature stuffs
- AE2
  - Transferred processor recipes over to AE custom recipe system instead of MT - resolves issue with recipe caching based crash
- BiomeTweaker
  - Override EBXL Mountainous desert to be Mountainous Wasteland
  - Add zombie/skeleton cats and dogs to mob spawns
- Botania
  - In line with Vazkii's request to pack devs in general, Passive flowers will now wither.
    - As a middle ground between the old setting and the new default it has been set to wither after 5 in-game days
- Buildcraft
  - Allow non assembly table based facade crafting
- Carpenter's Blocks
  - Enabled Routable fluids
  - Increased fluidity of moving up/down slopes to be smooth rather than being like walking up/down stairs
- Climate Control
  - Add Mountainous Wasteland Biome to worldgen
- COFH Core
  - Change Red Sand appearance in oceans slightly - now stops at ~40y so the actual ocean floor will mostly be regular sand while raised parts will be red sand
  - Increase level of grass -> cracked sand replacement to accomodate the increased height of the beach at Mountainous Wasteland biomes - this WILL make worldgen a bit laggier, but unfortunately it is necessary
  - Add decoration function for dead grass, allowing it to now spawn in ocean, beach and mountainous wastelands - all the worldgen biomes are now viable starts!
  - Changed Dream world generation of saplings to be a decoration rather than replace function
- Ender Zoo
  - Enderminies no longer attack creepers
- Forestry
  - Enabled small chance (0.1%) to get a second princess when breeding bees
- Gravestone
  - Lowered chance for mobs spawning from gravestones from 20 to 5
  - Enabled crafting of the special zombie and skeleton spawners
- JABBA
  - Switched shift/normal click behaviour. normal click now gives 1 item, and shift click a stack

- - ○ Changed construction material for structural upgrades from wooden construction blocks to wooden lattices - Much much cheaper on wood
- Mariculture
    - ○ Disabled spawning books on first action
- Mekanism
    - ○ Implemented Cardboard box blacklist, courtesy of Kmad
    - ○ Reduced volume of machine sounds to 60%
- MobProperties
    - ○ Secret feature stuffs
- Nether Ores
    - ○ Disabled nether ores from being processed in the AE grindstone
- Railcraft
    - ○ Disabled Residual Heat
- Ruins
    - ○ Added Spirit world to list of dimensions where ruins can spawn - why did I not realize this was a thing sooner...
    - ○ Secret feature stuffs
    - ○ A couple of new worldgen structures courtesy of SyberSmoke
- Storage Drawers
    - ○ Switched shift/normal click behaviour. normal click now gives 1 item, and shift click a stack
- Tinker's Construct
    - ○ Disabled spawning with Materials and You: Volume one. You now get it from an early quest reward.
- Quadrum
    - ○ Added a number of new decorative blocks for use in new worldgen ruins
    - ○ Secret feature stuffs
- Witchery
    - ○ Removed Natura and Garden Stuff saplings along with vanilla MC flowers from the mutandis pool
        - ■ Natura saplings as they couldn't be detected properly by the quest book anyway, which was confusing people
        - ■ Garden Stuff saplings as they were just alternatively shaped vanilla trees
        - ■ Will make it slightly easier to get some mutandis specific stuff from witchery, but overall reduces the proportion of saplings you'll get with mutandis
        - ■ Vanilla MC flowers are notably more obtainable with the new shearing mechanics in Agricraft

**Minetweaker Scripts:**
- ○ Changed Blast Furnace brick recipe - now uses wrought iron lattice instead of sheet titanium

- Changed Smelting of Nether Rutile -> Rutile and Nether Osmium -> Osmium ore to occur in blast furnace - gates Titanium and Osmium behind the blast furnace
- Changed recipe for sturdy casing to be made in the rolling machine
- Made all methods of making steel make it from Wrought Iron instead of normal Iron
- Added spawn egg recipes for Witches and Coven Witches
- Added recipe for crafting chainmail armour from iron chain links
- Added tier 2 Blood altar recipe for crafting Crimson Cult armour from chainmail
- Made BC laser tech use titanium in recipe instead of obsidian
- Add the torn page from witchery to dungeon and mineshaft chests (and by extension witch circles)
- Add Deep, Infernal and Oblivion hives to the alchemy cycle - I'd missed these before due to them not being listed in NEI
- Added ways to get Cinderpearl, Shimmerleaf, Taint tendril and vishroom agricraft seeds
- Added recipes for the Millenaire civilization scrolls and the village spawning wand
- Removed useless alchemy recipe to get poisonous potatoes as agricraft update fixes them not dropping as a rare drop on regular potatoes
- Added extra recipes for Infestation Spores from EBXL ToadStools, Botania Shimmering Mushrooms, and Natura Glowshrooms
- Removed my alchemy recipes for vanilla flowers as it was added to default Botania
- Added Mariculture Ingot and Block caster recipes for Osmium and Refined Glowstone


**Quest Changes:**
- Changed task of "Guard Tree" to be detection task
- Adjusted some material trigger quests to be based on ore rather than ingots
- Reshuffled tech quests to match new progression
- Added quests for new spawn eggs
- Secret Quests for a Secret feature
- Added more witchery quests (I wasn't going to, but new stuff and some holes in the questline meant I couldn't resist)
- Changed reward for strawberry seeds to be the right type of strawberry
- Added a couple of quests to "What the World Teaches" for the "Observations of an Immortal" book
- Added Materials and You: Volume one as a reward for quest "Such a Tool"
- Added Mariculture books as rewards in relevant quests
- Added a quest for the Chisel now that it actually renders in the quest book
- Added quests related to Vampirism
- Added quests related to Mirror Magic
- Added quests pertaining to the books of Blood Magic and Sanguimancy
- Added info to quest "Jarring Revelation" to hint about Automagy's Advanced Node Jarring
- Added more quests to "The Way the World Feels"

- Added quests for new seeds in agricraft 1.4 (Cinderpearl, Shimmerleaf, Taint root and Vishroom)
- Updated seed quests to include information about agricraft mechanic of harvesting with shears to recover an intact flower instead of the dye.
- Added a bit more information to quest "Flower Power" regarding use of the petal apothecary for those who are new to botania
- Removed redundant 'eventually' in text for task 2 of quest "Breakdown"
- Reworked Enhanced Inventories quests a little for the new update and added a quest about the new painter