1.0.X

Adds base mods, removes mystical armor and most vanilla armor forcing the player to use silent gear for armors and tools

- 3d-Skin-Layers
- AE2 JEI Integration
- AE2 QoL Client
- Amber
- AppleSkin
- Applied Energistics 2
- Architectury
- Athena
- BaguetteLib
- Balm
- CC: Tweaked
- Caelus API
- Clumps
- Collective
- Controlling
- Create
- Create Aeronautics
- Create Crafts & Additions
- Create: Avionics
- Create: CC Better Recipes
- Create: Copycats+
- Create: Jetpack Curios
- Cucumber Library
- Curios API
- Ears
- Farmer's Delight
- Forge Config API Port
- Full Brightness Toggle
- Fusion
- GeckoLib 4
- Gravestone Curios Compatibility
- Gravestone Mod
- GuideME
- Iris
- Jade
- JamLib
- Just Enough Items
- KubeJS

- KubeJS Create
- Leaves Be Gone
- Liteminer
- Lithium
- Lithostitched
- MaFgLib
- Mouse Tweaks
- Mystical Agriculture
- Mystical Automation
- Nature's Compass
- Oritech
- Oritech Things
- Overflowing Bars
- Puzzles Lib
- Rechiseled
- Rechiseled: Create
- Regions Unexplored
- Rhino
- Right Click Harvest
- Sable
- Searchables
- ShulkerBoxTooltip
- Silent Gear
- Silent Lib
- Simple Voice Chat
- Sodium
- Sophisticated Backpacks
- Sophisticated Core
- Sophisticated Storage
- Sophisticated Storage Create Integration
- SuperMartijn642's Config Library
- SuperMartijn642's Core Lib
- Waystones
- Xaero's Minimap
- Xaero's World Map

1.0.1

- Removed Refined Storage due to bug where literally everything crashes the game, the pack will move forward with AE2
- Added Overflowing Bars
- Added Right click Harvest
- Added Applied Energistics 2 and associated QOL Mods

1.0.2

- Added CaelusAPI
- Added Sophisticated/Create Integration

1.1.X Changes

- Add Mystical Customization
    - Nerf Essence Crafts
        - Change tiers to use 8 per instead of 4
        - Nerf individual recipes
    - Add Silent Gear Seeds
        - Crimzon Iron
        - Azure Silver
    - Remove Alloy Seeds
        - Steel
        - Electrum
        - Brass
        - Fix Uranium Seeds
- Mystical Agriculture Balance
    - Lock Growth Accelerators behind the Assembler
- Sophisticated Storage Rebalance
    - Remove Omega Upgrades
    - Remove Inception Upgrade
- Oritech Rebalance
    - Remove Duratium Netherite Alloying Recipe
    - Remove Some alternative recipes that allow Progression skips
    - Adds an inefficient recipe for Duratium to allow crafting (makes engraving recipe better with the Mystical Agriculture
- Silent Gear Rebalance
    - Remove Material Grading
- Add Another Furniture
- Add Armour's Workshop
- Add Attribute Fix
- Add Beautiful Enchanted Books
- Add Better Archeology
- Add Better Combat
- Add Better 3rd Person
- Add Bookshelf
- Add Chat Animation
- Cloth Config V15 API
- Add Creeper Overhaul
- Add Dimension Viewer
- Add Enchanting Infuser
- Add Enchantment Descriptions
- Add Enchanted Plus
- Add Explorers Compass
- Add InvMove

- Add KubeJS Oritech
- Add Lootr
- Add MmmMmmMmmMmm’
- Add Moonlight Lib
- Add Mystical Customization*
- Add Nullscape
- Add Open Parties and Claims
- Add owo
- Add Ping wheel
- Add Player Animator
- Add PrickleMC
- Add Resourceful Lib
- Add Resourceful Config
- Add RPG Companions: Tiny Dragons
- Add Terra Blender
- Add When Dungeons Arise

1.1.1 Changes

- Add Oracle Index Wiki
- Add Vein Miner Enchantment
- Remove Global Skin Library from AW
- Remove Iris from Pack (Causing Issues with “Glowing” Blocks)
- Add Easy Piglis and Villagers
- Add KotlinLangForge (Library)
- Removed EMI from default client due to a flood of broken logs breaking the log file entirely
- Added Cooking for Blockheads
- Added Galosphere
- Added Starcatcher
- Added Quark
- Added Zeta

Known Bugs fixed

- Liteminer not removed from Client Distribution
- Unable to Craft MA essences down
- Elevator blocks have new dye colors improperly
- InvMove still allows movement when tabbed into EMI Search (For now will disable in config, There is a way to fix it)
- BetterCombat swings while in Freecam causing a disconnect
- Freecam allows movement outside of body
- Items in the Inventory Don’t load properly randomly (EMI)
- Mystical Agriculture enchanter is falsely blacklisted

Crafting changes

- Added methods to get Experience fluid from experience essence
- Added Recipes to missing books in Magriculture
- Added recipes in Oritech Foundry for Crimson Steel, Azure Electrum, Tyrian Steel
- Add Missing dyes to Dye Essence

1.1.2 Changes

- Fix Coral Dye Recipe
- Fix Olive Dye Recipe
- Fix Aqua Dye Recipe
- Added essence crafts or farmers delight crops
- Fix Title Bar (Application name)
- Added palladium crop
- Add purification enchantment recipe
- Gave Engine assembly the correct recipe
- Removed Armour’s workshop from Public Pack
- Nerf mystical essences
- Added Honey bucket to honey essence
- make jetpack crafting recipe more difficult
- Remove Cooking For Blockheads due to it’s clunk compatibility with other mods
- Add Create Connected
- Add Torch Master
- Add Create Encased
- Add Applied Create
- Add Aerowear
- Add CC: Redstone Link Bridge
- Add Create Aeronautics: Gadgets and Gizmos
- Add Create Deco

1.1.3 Changes

- Removed Create Gadgets and Gizmos due to an Incompatibility between it and Silent Gear

1.2.X Expected Changes

This is the Final planned update for the moment, as I hope to move onto other projects, While I may come back to this pack at some point after the release of 1.2 and any subsequent patches as for right now, this pack has hit a point where I am really happy with how the mods interact and function with eachother

- Added Stellaris
- Better Advancements
- Blueprint
- Combat Roll
- Create Dreams and Desires
- Critters and Companions
- Do A Barrel Roll
- Forgified Fabric API
- InvMove
- InvMove Compats (Fixes the invMove problem)
- Messenger Ravens
- Naturalist
- Relics
- AE Infinity Booster
- ShatterLib
- Spawn
- Tiny Dragons
- Too Fast (Server Side)
- Upgrade Aquatic
- Create Atomic
- Rework Late Tier Create Create Crafts Additions Alternators
- Rework CCT Addon Recipes
- Change Reward for Starcatcher fishing
- Add Enderio (HEAVILY MODIFIED)