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☒ ~~Get trails to generate without causing the game to freeze constantly~~

☒ ~~LevelZ resource pack and data pack overhaul~~

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☒ ~~Remove spear backport~~

☒ ~~Remove IPLA~~

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☒ ~~Config Structure credits~~

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☒ ~~Make a compass mod that is fully compatible with death and waypoints~~

☒ ~~Create a better mantle mod~~

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☒ ~~Fix Enderman dropping Chorus Fruit and not Ender Pearls (thx Stellerity)~~

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☒ ~~Get an advanced compass mod that allows death waypoints to delete if there are more than 3 of them~~

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## **BETA 5.1 - 10/29/26**

### **Mods:**

- Added Goosker's Modpack Utility mod which adds questlines by overhauling advancements and compat and bug patches included. Changelog here:
  - Added a safeguard fix that prevents saint's dragons tamed dragons from spawning
- Downgraded nyf's spiders to 2.1.1 for fabric version compatibility
- Updated Saints Dragons to the latest version

### **Mobs:**

- Dragon griefing is set to false instead of true

### **Generation:**

- Disabled some tiny and not very noticable mvs builds from generating
- Added more builds to snowy biomes in general
- Added increased biome count for ruined churches, jungle temples, giant glowshroom
- Reworked where the snowy village can spawn so it's less frequent

## **Beta 5.0 - 10/13/26**

### **Mods:**

- Created my own patch of road architect that is heavily optimized/play tested for hours and recoded so that it still works like a charm
- Removed Lios' Overhauled Villages
- Added Luki's Grand Capitals
- Updated naturalist
- Updated Epic Structures: Villages and removed the edits to that mod since it's ARR
- Created my own mod Goosker's Epic Villages Compat to make these compatible with other village mods
- Created my own mantle mod that is much much better
- Updated Mebahels Draugr Invasion
- Updated Mebahels Dwarven Automations
- Updated Mebahels API
- Added Attribute Setter
- Added Paxi to work with Attribute Setter
- Updated Distant Horizons which should fix the visual bug when tabbing in and out of Minecraft with shaders on
- Created my own compass mod Goosker's Compass
- Disabled Advanced Compass
- Removed Default Options as it was redundant
- Updated Collective and therefore healing campfire so I could update tree harvester
- Updated structurify from 2.0.17 all the way to 2.0.43
- Disabled chunky as it was randomly preventing Distant Horizons from generating all of the sudden
- Updated epic structures: villages as they just released the desert and savanna villages

#### Mobs:

- Nerfed Saints Dragons spawns from .85 to .7
- Nerfed Iron golem from .4 to .25
- Buffed villagers and guards to .85
- Reverted husk spawn nerf so that pharoah spawns in desert temple quest
- Increased the Dwarven Centurion boss' HP from 84 to 200

#### Generation:

- Disabled "desert structures" and "field stone ruins rocks" from Philips Ruins
- Added structures to snowy badlands and other snowy biomes
- Disabled statue ruins from mvs
- Nerfed village separation to 36 - 25
- Buffed Mansion separation to 55 - 20
- Nerfed Pillager Camp, Ocean Monuments Jungle and desert temples to 32 - 24 but removed 10k block minimum from center for ocean monuments
- Added more buildings to Jungles
- Added biomes that desert villages spawn in and buffed their size slightly
- Nerfed frequency of Terralith "Regular" to 36 - 24

- Added beached shipwreck to icy biomes
- Disabled the wooden wheat farm
- Disabled underground mining outpost
- Configured road architect roads and lamps so they are overhauled and more scenic
- Disabled all the tiny rubble builds from terralith - they add nothing
- Added structures to mirage isles

#### Optimization:

- villagers\_have\_special\_roles=false because this was causing server freezing
- Roads now generate after chunks and distant horizons generate, so the game runs 10x smoother with minimal freezing

#### Visual:

- Added Stalker boss bar back in
- Removed mineshafts from popping up on structure credits
- Increased ambient bird count from 6-12 and increased their flight height
- Renamed villages via structure credits
- Fixed DH not generating caves
- Added working structure credits for yungs better vanilla overhauled mods
- Added new name for mvs:tall\_house via structure creds
- Removed annoying text popup when entering the end as a side effect of removing the ender dragons ability to heal
- Replaced the logo of the main menu so it's much better and up to date
- Did a large pass of renaming structures via structure credits

#### Gameplay:

- Added 2 new perks to the smithing skill
- Removed the ender dragons ability to heal
- Tree harvester insta harvesting trees bug now patched
- Decreased tree harvest time per log from .4 to .3 so they will break faster

### **BETA V4.0 - 8/25/26**

#### Mods:

- Built and added my entirely new LevelZ Overhaul mod
- Added Spawn Animations Compat
- Removed Mob Filter as I'm not using it and using YSNS and Mob Lite instead
- Re-added Voxy 1.20.1 port (I accidentally deleted it)
- Removed void fog
- Removed IPLA
- Re-activated bad optimizations
- Added custom mob spawns
- Removed Spear Backport
- Removed Lazy Ai as it was causing server entity stutter and was unfixable

- Added Animal Garden - Bull Shark
- Added Structure Credits
- Removed Subtle Effects due to an active bug regarding lava that causes crashing and hasn't been fixed yet
- Added glass item frame since IPLA was removed

#### Mobs:

- Nerfed butterfly spawns to .4
- Nerfed silk moth faunify to .3
- Buffed vanilla mob spawns and rebalanced YSNS config
- Buffed Zebra spawns
- Fixed typo in YSNS causing phantoms to spawn in overworld
- Changed the caps to mobs spawning from Vanilla: *monster - 70, creature - 10, ambient - 15, axolotl - 5, water creature 5, water ambient - 20, underground water creature - 5*. To: *monster - 20, creature - 8, ambient - 5, axolotl - 4, water creature 3, water ambient - 10, underground water creature - 2*
- Re-did the draugr spawns as the Draugr Overlord wasn't spawning most the time with the old YSNS setup - fixed that
- Buffed Draugr Overlord's health from 400 to 700
- Added dragons to more biomes per their nature and look (i.e. Raevyx in volcanic biomes)
- Nerfed Stray spawn from 1.0 to .4

#### Gameplay:

- All mobs damage output now 20% less to players
- Made leveling up with LevelZ faster
- Fixed torch placement via Bridging mod when left hand holding torch
- Added 5x the knockback on the sonorous staff
- Decreased all structure gen distance from 1.1 to 0.98 (increasing all structures generated by quite a lot)
- Item obliterated all the transmitters added by deeper and darker

#### Generation:

- Nerfed cave generation
- Tweaked Draugr Bastion so it hopefully won't spawn like shit
- Decreased village spawn spacing so they are more frequent - 25/14
- Reduced larger Dwarven structure spawn distances so they aren't always 18k blocks away
- Added structures to Glacial Chasm biome
- Buffed all mineshafts from .003 to .007
- Buffed skeleton corpses from 16/15 to 15/7
- Added more structures to Savannas and Mesas

#### Visual:

- Torch and lantern are no longer hold up items because they take up so much of the screen

#### Resource Packs:

- Added Sooty Chimneys Excalibur Compat
- Deleted Witch Texture so that the better Excalibur texture shows instead
- Attempt to (YET AGAIN) delete the goddamn infested deepslate appearing as deepslate diamond ore texture in Excalibur. I deleted multiple files in blockstates and models instead of just textures so hopefully it worked now
- Deleted shitty Iron golem texture from realistic villagers pack
- Removed Excalibur Clarent because it was causing unnecessary bugs with the Scute texture missing

### BETA V3.2

#### Updates:

- Updated Vanilla Backport and it's dependency Platform

#### Mods:

- Removed Respackopts
- Disabled tool trims

#### Structure Gen:

- Nerfed Fortified village size 128 -> 90

#### Optimization:

- Configed Road Architect to be more lightweight

#### Mob Spawning:

- Made Road Architect: Encounters less common

### BETA 3.0 - 7/14/26

#### Mods:

- Added Panoramics mod
- Added Fast Quit
- Added a disabled fork of Voxy that works but just doesn't seem to work with Bliss Shaders
- Added my own mod: Passive Boss Bars, this will prevent boss bars from showing when they are not aggro yet
- Removed variants and ventures as they did not follow YSNS config rules and were replacing every hostile mob in certain biomes
- Added Animal Garden - Harp Seal
- Removed Fantasy Armors as there is an overwhelming amount of options that are all the same as Netherite
- Disabled RPG Difficulty as the game is already fairly difficult, may rework this into future releases
- Disabled Road Architect and Road Architect Encounters as it absolutely stalls the game to hell and I need to stabilize this better before implementing it
- Disabled Make Bubbles Pop because I don't notice it

- Removed Stellarity, eventually realized I wasn't a fan of the stronghold build and the way the end fight worked
- Added BetterEnd
- Added Luki's Stronghold
- Downgraded Azurelib to be compatible with Eldritch End
- Added Dungeons and Villages: Deeper and Darker
- Installed Lios Overhauled Villages in place of Better Villages due to the creator of Better Villages being stingy about altering the mod

#### Generation:

- Added Draugr Crypt to frozen biomes
- Nerfed Snow and Taiga village sizes for less frame rate drop
- Added many different biomes that structures can spawn in (Plains Village, Tavern, etc)
- Removed the Mansion and Cathedral from Road Architect config because of major generation load times stalling
- Limited the biomes you're allowed to spawn in, removed things like volcanoes, frozen oceans, badlands, etc.
- Adjusted Tectonic's Temperature Scale from .5 -> .15 for less jarring temperature differences between touching biomes, and reduced the temperature offset from -.25 to -.15 for less cold environments (still a lot though)
- Edited Road Architect lamp posts
- Replaced minerally blocks with various cave decor blocks for immersion and to nerf the amount of stuff that minerally spawns using block swap
- Turned off flatness check for the stronghold so they spawn more frequently
- Changed structure generation to be 5% more spread out
- Removed underground giant beehive structure
- Added more structures to be compatible with better end biomes

#### Gameplay:

- Made it so tamed dragons don't go hungry anymore
- Tweaked Guard Villagers so they can't hurt villagers or friendly fire
- Made Forgiving Void mod apply to Otherside Dimension

#### Visual:

- Removed 'Scanning Structures' loading bar
- Added boss bar to "Volitans" dragon (fixed config typo)
- Added Hysteria Shaders as an option

#### Mobs:

- Reworked Saint's Dragons spawn rates - they will all spawn more frequently globally
- Buffed Iron Golem spawn rates from 0.4 to 0.6 of vanilla (1.0)
- Buffed Cindervane's HP from 80 to 180 since it's considered a boss
- Nerfed Villagers and Guards spawn rates, Guards .8 - .6 and villager .75 to .5 for less frame rate drop in big villages

- Nerfed Mauler's spawn rates as they were everywhere in certain biomes

#### Optimization:

- Increased the CPU cores Road Architect is allowed to use which should help with world creation
- Reduced Road Architect's 'Pre-fill chunk cap' from 2048 to 1022

#### Misc:

- Removed default cape
- Removed Netherite Trim material and Silence armor trim from naturally generating via Naturally Trimmed

#### **BETA 2.0 - 6/4/26**

- Added Saint's Dragon's Mob Boss Bars
- Downgraded Deeper & Darker mod to a more stable version
- Overhauled spawn rates of many common mobs that spawn too frequently
- Removed Sawmill village houses as they stuck out too much and were causing problems (covered in snow in non-snow biomes per my structurify config for villages)
- Fixed Road Encounters to work as intended and have more spawns
- Removed realms button in main menu
- Added Ksysis for faster world creation
- Added Language Reload
- Added Clumps
- Added slabs to Road Architect paths to naturally generate as best as possible via the config
- Added road variants to be compatible with Terralith biomes
- Added more structures to frozen oceans and deep frozen oceans
- Added lying skeletons to frozen oceans and deep frozen oceans, still can't seem to get them to generate in caves at all
- Configured countless other structures to spawn in more biomes
- Made it so the Ancient Temple in Deeper and Darker mod is more common, also added more structures to the Otherside Dimension
- Adjusted Saint's Dragons attributes to spawn in more diverse biomes/dimensions and edited their stats to fly faster overall
- Adjusted village sizes and biome spawning
- Removed Banshees from overworld. They now only spawn in the Otherside dimension
- Updated Vanilla Backport to contain the Chaos Cubes update
- Touched up Better f3 mod
- Worked on balancing LevelZ
- Added Faunify mod
- Disabled Faunify 'boing' sound effect
- Configured Faunify spawn rates to be less frequent
- Deleted witch and iron golem texture from realistic villagers
- Made immersive armors more common in the loot pool

- Deleted bug cages from faunify, i left bug jars though
- Made Iron Golems spawn slightly more frequently
- Updated Countered Terrain Slabs because they patched a Distant Horizons related crash
- Added custom main menu
- Added window logo

#### **BETA 1.1 - 5/15/26**

- Removed Nocturnal Bats mod

#### **BETA 1.0 - 5/14/26**