

Civilisations:

- Oriental (cherry biomes)
 - Stage 1: Travelling samurai/samurai on horses
 - Stage 2: + house village (10 houses)
 - Stage 3: + weaponsmith (15 houses)
 - Stage 4: + city wall (25 houses)
 - Stage 5: + palace (30 houses)
 - Extra structures: Ancient temple, cursed temple
- Middle-eastern (desert biomes)
 - Stage 1: Bandits on camels/merchant caravan
 - Stage 2: + Oasis settlement (10 houses)
 - Stage 3: + mosque (15 houses)
 - Stage 4: + city wall (20 houses)
 - Stage 5: + palace (25 houses)
 - Extra structures: Pyramid temple, obelisk
- Nordic (snowy biomes)
 - Stage 1: Viking boat/viking band
 - Stage 2: + house village (5 houses)
 - Stage 3: + wooden wall (10 houses)
 - Stage 4: + dockyard (15 houses)
 - Stage 5: + nordic hall (20 houses)
 - Extra structures: menhir formations
- Medieval (forest biomes)
 - Stage 1: Knight patrol/bandits
 - Stage 2: + wood house village (10 houses)
 - Stage 3: + Stone house village (15 houses)
 - Stage 4: + church (20 houses)
 - Stage 5: + royal palace (25 houses)
 - Extra structures:
- Eskimos (ice biomes)
 - Stage 1: Eskimo fishers/eskimo boat
 - Stage 2: + tent settlement (5 houses)
 - Stage 3: + igloo houses (10 houses)
 - Stage 4: + snowy village wall & wooden houses (10 houses)
 - Stage 5: + town hall (20 houses)
- Maya (jungle biomes)
 - Stage 1: aztec warriors
 - Stage 2: + clay house village (10 houses)
 - Stage 3: + small temple (15 houses)
 - Stage 4: + city wall (20 houses)

- Stage 5: + temple expansion (25 houses)
- Native american (mesa biomes)
 - Stage 1: Indian horseback warriors/hunters
 - Stage 2: + tent village (5 houses)
 - Stage 3: + stables (10 houses)
 - Stage 4: + shaman tent (20 houses)
 - Stage 5: + Tribe leader tent (30 houses)
 - Extra structures: totems
- Savannah plains (Savannah biomes)
 - Stage 1: Tribal hunters/warriors
 - Stage 2: + hut village (10 houses)
 - Stage 3: + village wall (15 houses)
 - Stage 4: + antelope pen (20 houses)
 - Stage 5: + village wall & tribe leader hut (25 houses)

Minecolonies (realistic)

- Viking
- Medieval
- Asian

Minecolonies (fantasy version):

- Orcs (badlands)
 - Specialisation: soldiers/training
 - Cavalry: wolves
- Gnomes (air)
 - Specialisations: airships and guns
 - Cavalry: mechas
- Dwarves (mountains)
 - Specialisation: weapons and armor
 - Cavalry: ram
- Elves (dark oak forest)
 - Specialisation: Artifacts
 - Cavalry:
- Gremlins (jungle)
 - Specialisation: potions
 - Cavalry: Giant hummingbird
- Humans (forest/plains)
 - Specialization:
 - Cavalry: Horses
- Merfolk
 - Specialization:

- Cavalry: hippocampus

Crafting/game progression improvement/realistic crafting mod

Progression:

- As you complete certain tasks, your proficiency rises in one of the parts of the mod (aka, smithing a sword increases your proficiency in smithing, allowed you to learn new smithing recipes)

Specialized crafting benches

- Blacksmithing (spartan weaponry?)
 - Similar to tinkers construct
 - Actual hammer hits affect how the blade will look (aka, hitting one place thrice will make it have the same width as a broadsword, or hitting only one side of the metal will make the blade curve and only having a single edge)
 - Adding requirement of actual anvil and custom smithing bench to work
 - Anvil and smithing table revamp (?)
- Fletching (spartan weaponry?)
 - New fletching table with crank
 - Crank: holds bow and bends wood
 - Fletching table - custom arrows with different materials for the head, aka archer's paradox (I think?)
 - Add metal reinforcement to bows?
- Shipbuilding (small ships?)
 - Assembly table/tanning (?)
 - Assembly table - complete ship by assembling right amount of materials
 - Tanning table - make sheets for sails

Mythical mobs:

- Oriental:
 - Monsters
 - Yuki-onna (snow woman)
 - Tengu (long-nosed bird man)
 - Kappa (swamp bird)
 - Bakeneko/nekomata (large cat monsters with split tails)
 - Kitsune (multi tailed fox, tiered difficulty based on the number of tails it has)
 - Oni (ogre-like creatures)
 - Komainu (guard creatures, usually dogs)

- Bosses
 - Sea dragon
 - Mountain dragon
- Middle-eastern:
 - Monsters
 - Mummy
 - Mutated mummy
 - Hieracosphinx (lion/hawk hybrid)
 - Giant cobra
 - Ammit (crocodile/lion/hippo hybrid)
 - Human/crocodile hybrid
 - Manticore
 - Djinn
 - Giant scorpion
 - Bosses
 - Ra, the sun god
 - Seth, the betrayer
 - Anubis, protector of the underworld
- Nordic
 - Basic mobs
 - Warg
 - tamable?
 - Blue giant
 - Troll
 - Between 1 and 3m in size
 - Giant goat
 - Tamable
 - Draugr
 - Yeti
 -
 - Bosses
 - Behemoth (?)
 - Fenrir the resentful
 - Jormungandr
- Medieval
 - Monsters
 - Gargoyle
 - Vampire
 - Undead
 - Fomorian
 - Banshee
 - Spriggan
 - Werewolf
 - Demon

- Minibosses
 - Balor the evil eye
 - 3-eyed fomorian, whose third eye can make flame beams
 - Noble vampire
- Bosses
 - Fafnir the greedy
 - Red medieval dragon
 - Leviathan
- Native american
 - Mobs
 - Orcs (?)
 - Wendigo
 - Teihiihan
 - Goblin-like dwarven monster
 - Lechuza
 - Owl woman
 -
 - Minibosses
 - Oniate
 - Cursed hand
 - Bosses:
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- Mayan
 - Mobs
 - Tiger demi-human
 - Camazotz
 - Wings and head of a bat and the body of a human
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 - Bosses
 - Quetzalcoatl
 - Winged serpent dragon

Epic forge: Weapon smithing

New block:

Forge