

Introduction



BestInSlot's Minecraft Dinosaurs Mod List

Minecraft Java Edition 1.18.2 - Forge 40.2.31

Accurate and working as of 05/03/25

Total mods including dependencies: **203**

Mods are separated into several categories and listed with their required dependencies to make it easier to find what you need. You'll find these categories on the left-hand side of this document in the 'Document tabs' section.

Want to download the entire pack with one click? Install the Curseforge App from <https://www.curseforge.com/download/app>

Create a profile, and then click 'Install' at this link:
<https://www.curseforge.com/minecraft/modpacks/bestinslots-fossils-archaeology-modpack>

Changelog

CHANGELOG

A list of updates over time for the mod pack in order from latest to oldest update.

14/03/2025

- Removed Secret Rooms due to some crash errors, and Storage Drawers because the new versions of Sophisticated Storage provide the same functionality.

05/03/2025

- Added Easy Breeding and Notes
- Added a Server Files edition of the mod to the Curseforge page

05/02/2025

- Added Simply Jetpacks 2, Plushie Mod, Curious Lanterns, Enchanting Infuser, Moa Decor: Science, Yuushya Townscape, Jump Over Fences and Skin Layers 3D
- Removed MobBall due to generally being unnecessary
- Removed Redirector because it was causing weird crashes
- The modpack has updated on Curseforge with V0.2

01/02/2025

- Added Just Enough Breeding, Simple Hot Air Balloons, Critters and Companions, Duckling, Easy Anvils, OpenBlocks Elevators, Visual Workbench, Fast Async World Save, Craftable Nametags, Cherished Worlds, Redirector, MobBall and Lets Go Herping!
- Moved Comforts from Utility Mods to Mechanic Mods
- Moved Caged Mobs from Fauna & Flora Mods to Mechanic Mods

30/01/2025

- Removed Every Compat (Wood Good) because it's causing repeated launch issues

28/01/2025

- Removed Catalogue because of an incompatibility with Alex's Mobs
- Added Fossils & Archaeology - it's launch day!

21/01/2025

- Added the following mods: RoyamicLights, Simple Lights, Pane In The Glass, DRG Flares, Night Lights, Neon Craft Ultimate, Extended Lights
- Replaced Effortless Building with Building Gadgets because of some CTD errors

19/01/2025

- Added the following mods: Starlight, Little Logistics, Little Contraptions, Every Compat (Wood Good), Botany Pots, Productive Bees, Bonsai Trees 3, Caged Mobs, Diagonal Windows & Create: Confectionery
- Added definitions to all of the Create addons and renamed 'Animal Mods' to 'Fauna & Flora Mods' to accommodate some botany mods

18/01/2025

- Updated the modpack with many more mods including numerous expansions to the Create mod, the Thermal Expansion suite of mods, and more performance enhancers
- Added a new 'Create' subtab to the 'Building Mods' section to accommodate the huge number of additions
- Removed the Immersive Portals mod due to incompatibilities with both Create and Serene Seasons
- Added a Changelog. It's this one. Spooky
- Removed the 'Dependencies' section as they're all listed with the individual mods anyway
- Added a new 'PBR' section to the 'Shaders & Graphics' tab

17/01/2025

- Launched the modpack with approximately 45 mods

Troubleshooting

TROUBLESHOOTING

For ease of use I recommend you install the entire modpack via the Curse Mod Pack here;
<https://www.curseforge.com/minecraft/modpacks/bestinslots-fossils-archaeology-modpack>

However if you're downloading the mods individually, download them via Modrinth or are still having problems then consider the following fixes that have helped other people.

- The forge version should be set to 40.2.31
- Make sure Curse hasn't auto installed 'Rubidium'
- Delete 'Flywheel' if Curse installs it automatically (but make sure you have 'Create' installed)
- Delete 'Every Compat' if you downloaded it before I removed it from this list
- Increase the amount of RAM that you allow Minecraft to use. This can be done by going into Minecraft Launcher > Installations > Edit Profile > More Options > JVM Arguments and adding '-Xmx8G' wherein 8 is whatever GB of RAM you want to allocate. Note that allocating too much can cause your game to stutter, 8 tends to be a safe amount but increase/decrease as need be.

Content Mods

Use the tabs on the left hand side under 'Content Mods' to look at the individual categories, or use the links below;

Fauna & Flora Mods

[☰ BestInSlot's Minecraft Dinosaurs Mod List](#)

Building Mods

[☰ BestInSlot's Minecraft Dinosaurs Mod List](#)

World Mods

[☰ BestInSlot's Minecraft Dinosaurs Mod List](#)

Mechanic Mods

[☰ BestInSlot's Minecraft Dinosaurs Mod List](#)

Utility Mods

[☰ BestInSlot's Minecraft Dinosaurs Mod List](#)

Fauna & Flora Mods

FAUNA & FLORA MODS

Many of these mods require Citadel. Rather than linking it repeatedly throughout, you can find Citadel here:

<https://www.curseforge.com/minecraft/mc-mods/citadel>

Alex's Mobs

<https://www.curseforge.com/minecraft/mc-mods/alexs-mobs>

Adds a bunch of new wild animals to the game. Requires Citadel.

Aquaculture 2

<https://www.curseforge.com/minecraft/mc-mods/aquaculture>

Adds many more fish and expands on fishing tools

Bonsai Trees 3

<https://www.curseforge.com/minecraft/mc-mods/bonsai-trees>

Adds new pots that let you grow self-contained mini trees. Requires Libnonyous:

<https://www.curseforge.com/minecraft/mc-mods/libnonyous>

Botany Pots

<https://www.curseforge.com/minecraft/mc-mods/botany-pots>

Grow crops in new self contained ceramic pots. Requires Bookshelf:

<https://www.curseforge.com/minecraft/mc-mods/bookshelf>

Buddies!

<https://www.curseforge.com/minecraft/mc-mods/buddies-for-baby>

Adds small animals to the world that can be captured/tamed

Critters and Companions

<https://www.curseforge.com/minecraft/mc-mods/critters-and-companions>

Populates the world with some more unusual animal species

Domestication Innovation

<https://www.curseforge.com/minecraft/mc-mods/domestication-innovation>

[n](#)

Greatly expands the pet/taming system. Requires Citadel.

Duckling

<https://www.curseforge.com/minecraft/mc-mods/duckling>

Adds ducks and ducklings to rivers

Fossils & Archaeology

<https://www.curseforge.com/minecraft/mc-mods/fossils>

Adds a variety of dinosaurs and the means to create them, Requires Architecture, GeckoLib, More Hitboxes and TerraBlender

<https://www.curseforge.com/minecraft/mc-mods/architecture-api>

<https://www.curseforge.com/minecraft/mc-mods/geckolib>

<https://www.curseforge.com/minecraft/mc-mods/more-hitboxes>

<https://www.curseforge.com/minecraft/mc-mods/terrablender>

Let's Go Herping!

<https://www.curseforge.com/minecraft/mc-mods/lets-go-herping>

Populates the world with 17 new species of reptiles and amphibians

Productive Bees

<https://www.curseforge.com/minecraft/mc-mods/productivebees>

Adds many new types of bees that can make resources

Untamed Wilds

<https://www.curseforge.com/minecraft/mc-mods/untamedwilds>

Similar to Alex's Mobs. Populates the world with a variety of animals.

Requires Citadel and benefits from Patchouli:

<https://www.curseforge.com/minecraft/mc-mods/patchouli>

Building Mods

BUILDING MODS

Additional Lights

<https://www.curseforge.com/minecraft/mc-mods/additional-lights>

Adds a variety of new torches, braziers etc.

Building Gadgets

<https://www.curseforge.com/minecraft/mc-mods/building-gadgets>

Adds a little gadget that can speed up building

Chipped

<https://www.curseforge.com/minecraft/mc-mods/chipped>

Inspired by Chisel, allows for lots of customised new blocks. Requires ConnectedTexturesMod:

<https://www.curseforge.com/minecraft/mc-mods/ctm>

Decorative Blocks

<https://www.curseforge.com/minecraft/mc-mods/decorative-blocks>

Adds...well, new decorative blocks

Diagonal Fences & Windows

<https://www.curseforge.com/minecraft/mc-mods/diagonal-fences>

<https://www.curseforge.com/minecraft/mc-mods/diagonal-windows>

Fences & windows can now connect diagonally. Requires Puzzles Lib:

<https://www.curseforge.com/minecraft/mc-mods/puzzles-lib>

'Dustrial Decor

<https://www.curseforge.com/minecraft/mc-mods/dustrial-decor>

New decorative blocks that are themed around factories

Chimes

<https://www.curseforge.com/minecraft/mc-mods/chimes>

Adds buildable wind chimes

Extended Slabs +

<https://www.curseforge.com/minecraft/mc-mods/extended-slabs-plus>

Adds vertical slab variants for vanilla blocks

Extended Lights

<https://www.curseforge.com/minecraft/mc-mods/extended-lights-mod>

Even more lighting options; candles, lanterns etc.

Fairy Lights

<https://www.curseforge.com/minecraft/mc-mods/fairy-lights>

Adds buildable fairy lights, paper lanterns, etc.

Furnish

<https://www.curseforge.com/minecraft/mc-mods/furnish>

Adds more furniture to the game

Glassential

<https://www.curseforge.com/minecraft/mc-mods/glassential>

Adds a variety of new glass blocks/panes/etc.

Little Logistics

<https://www.curseforge.com/minecraft/mc-mods/little-logistics>

Adorable buildable trains & boats to move items around

Little Contraptions

<https://www.curseforge.com/minecraft/mc-mods/little-contraptions>

Addon for 'Little Logistics' that integrates the mod with Create

Macaw's Mods

<https://www.curseforge.com/minecraft/search?page=1&pageSize=20&sortBy=relevancy&class=mc-mods&search=macaw>

A series of mods that add new building objects to the game. Go to the 'Macaw' search page and pick the ones you want, but I've installed the following; Bridges, Doors, Fences, Windows, Trapdoors, Furniture, Lights, Roofs, Paths, Stairs

Moa Decor: Science

<https://www.curseforge.com/minecraft/mc-mods/moa-decor-science>

A bunch of science based decorations for the building of labs

Mosaic Carpentry

<https://www.curseforge.com/minecraft/mc-mods/mosaic-carpentry>

Adds mosaic varieties to various wood blocks

MrCrayFish's Furniture Mod

<https://www.curseforge.com/minecraft/mc-mods/mrcrayfish-furniture-mod>

Greatly expands the number of furniture options available

Neon Craft Ultimate

<https://www.curseforge.com/minecraft/mc-mods/neon-craft-ultimate>

Adds a large array of colour customisable neon lights

Night Lights

<https://www.curseforge.com/minecraft/mc-mods/nightlights>

Adds night lights and a lot of string light variants

Paintings++

<https://www.curseforge.com/minecraft/mc-mods/paintings>

Allows custom paintings to be added to the game. Requires Transparent:

<https://www.curseforge.com/minecraft/mc-mods/transparent>

Pane In The Glass

<https://www.curseforge.com/minecraft/mc-mods/pane-in-the-glass>

Glass panes that align at center, good for building around doors etc.

Plushie Mod

<https://www.curseforge.com/minecraft/mc-mods/plushie-mod>

Adds 10 billion plushie types. Requires Architecture:

<https://www.curseforge.com/minecraft/mc-mods/architecture-api>

Redstone Pen

<https://www.curseforge.com/minecraft/mc-mods/redstone-pen>

Simpler redstone placement and handling

Simply Light

<https://www.curseforge.com/minecraft/mc-mods/simply-light>

Adds some nice modern looking lighting options

Sophisticated Storage

<https://www.curseforge.com/minecraft/mc-mods/sophisticated-storage>

Main storage system for this mod pack. Requires Sophisticated Core:

<https://www.curseforge.com/minecraft/mc-mods/sophisticated-core>

Storage Labels

<https://www.curseforge.com/minecraft/mc-mods/labels>

Labels that can be applied to chests to show what's inside

Supplementaries

<https://www.curseforge.com/minecraft/mc-mods/supplementaries>

Adds a big variety of new buildable objects. Requires Moonlight Lib:

<https://www.curseforge.com/minecraft/mc-mods/selene>

Tinker's Construct

<https://www.curseforge.com/minecraft/mc-mods/tinkers-construct>

Lets you build custom tools. Requires Mantle:

<https://www.curseforge.com/minecraft/mc-mods/mantle>

Tom's Simple Storage

<https://www.curseforge.com/minecraft/mc-mods/toms-storage>

Greatly expands storage options, wireless access etc.

Twigs

<https://www.curseforge.com/minecraft/mc-mods/twigs>

Yet more myriad blocks and new materials

Quark

<https://www.curseforge.com/minecraft/mc-mods/quark>

Adds 10000 different things, seemed as good a place as any. Requires AutoRegLib: <https://www.curseforge.com/minecraft/mc-mods/autoreglib>

Yuushya Townscape

<https://www.curseforge.com/minecraft/mc-mods/yuushya-townscape>

Incredible building mod that adds over 2500 decos to let you make detailed towns and villages. Requires Architecture and ConnectedTexturesMod. The Yuushya 16x Texture Pack is optional.

<https://www.curseforge.com/minecraft/mc-mods/ctm>

<https://www.curseforge.com/minecraft/mc-mods/architecture-api>

<https://www.curseforge.com/minecraft/texture-packs/yuushya-16x>

Thermal Foundation

<https://www.curseforge.com/minecraft/mc-mods/thermal-foundation>

Greatly expands technology using thermal energy. Requires CoFH Core:

<https://www.curseforge.com/minecraft/mc-mods/cofh-core>

We're going to expand Thermal Foundation with a bunch of other mods that increase its capabilities. These mods are as follows;

Thermal Expansion

<https://www.curseforge.com/minecraft/mc-mods/thermal-expansion>

Thermal Cultivation

<https://www.curseforge.com/minecraft/mc-mods/thermal-cultivation>

Thermal Dynamics

<https://www.curseforge.com/minecraft/mc-mods/thermal-dynamics>

Thermal Innovation

<https://www.curseforge.com/minecraft/mc-mods/thermal-innovation>

Thermal Integration

<https://www.curseforge.com/minecraft/mc-mods/thermal-integration>

Thermal Locomotion

<https://www.curseforge.com/minecraft/mc-mods/thermal-locomotion>

Create

CREATE

Create is so huge and has so many niche bonus mods that I've split it into its own subtab. The mod and all of the expansions for it I'm using are listed below.

Create

<https://www.curseforge.com/minecraft/mc-mods/create>

Allows stupidly complex machines to be built

We're also going to install a bunch of mods that expand on the functionality of the Create mod listed above. These mods are as follows;

Create Stuff & Additions

<https://www.curseforge.com/minecraft/mc-mods/create-stuff-additions>

New tools, equipment and gadgets

Create Crafts & Additions

<https://www.curseforge.com/minecraft/mc-mods/createaddition>

Blocks focused mainly on a bridge between electric & kinetic energy

Create: Steam Powered

<https://www.curseforge.com/minecraft/mc-mods/steam-powered-create>

New cogs and gears with a focus on steam power

Create: Alloyed

<https://www.curseforge.com/minecraft/mc-mods/create-alloyed>

Two new alloys; bronze and steel, and some related blocks

Create Deco

<https://www.curseforge.com/minecraft/mc-mods/create-deco>

Lots of new industrial style decorations

Create Mechanical Extruder

<https://www.curseforge.com/minecraft/mc-mods/create-mechanical-extruder>

Adds a mechanical extruder block

Create Sifting

<https://www.curseforge.com/minecraft/mc-mods/create-sifting>

Adds a sifter

Create: Crystal Clear

<https://www.curseforge.com/minecraft/mc-mods/create-crystal-clear>

New clear glass (without frames everywhere)

Create: Misc & Things

<https://www.curseforge.com/minecraft/mc-mods/create-misc-and-things>

A variety of odd things from speakers to bouncy pads

Create: Slice n Dice

<https://www.curseforge.com/minecraft/mc-mods/slice-and-dice>

An automatic cutting board for Farmer's Delight compatibility

Create Recycle Everything

<https://www.curseforge.com/minecraft/mc-mods/create-recycle-everything>

Crushing wheels that can recycle most items down to their basics

Create Utilities

<https://www.curseforge.com/minecraft/mc-mods/createutilities>

Uses void technology to power teleportation devices

Create Bells & Whistles

<https://www.curseforge.com/minecraft/mc-mods/bellsandwhistles>

New decorative blocks, mainly train related

Create: Diesel Generators

<https://www.curseforge.com/minecraft/mc-mods/create-diesel-generators>

Adds diesel generators

Create: Steam 'n' Rails

<https://www.curseforge.com/minecraft/mc-mods/create-steam-n-rails>

Primarily aesthetic expansion to the train and rail systems

Create: Fishing Bobber

<https://www.curseforge.com/minecraft/mc-mods/fishing-bobber-detector>

A bobber that automatically catches fish

Create: Enchantment Industry

<https://www.curseforge.com/minecraft/mc-mods/create-enchantment-industry>

A variety of enchantment focused utilities like automation and disenchantment

Create: Copycats+

<https://www.curseforge.com/minecraft/mc-mods/copycats>

Adds a variety of copycats. I have no idea that these do yet.

Create Central Kitchen

<https://www.curseforge.com/minecraft/mc-mods/create-central-kitchen>

Food creation automation

Create Railways Navigator

<https://www.curseforge.com/minecraft/mc-mods/create-railways-navigator>

Lots of new items related to train navigation like timetables and lists of stops

Create: Interiors

<https://www.curseforge.com/minecraft/mc-mods/interiors>

Extends Create's furnishing options even further

Create Ore Excavation

<https://www.curseforge.com/minecraft/mc-mods/create-ore-excavation>

Adds a singular, hidden infinite ore vein to each chunk which can be mined ad infinitum by a special machine

Create: Confectionery

<https://www.curseforge.com/minecraft/mc-mods/create-confectionery>

Expands Create's food capabilities with many sweet recipes

Create: Connected

<https://www.curseforge.com/minecraft/mc-mods/create-connected>

Adds a bunch of quality of life blocks

World Mods

WORLD MODS

Incendium

<https://www.curseforge.com/minecraft/mc-mods/incendium/download/4559075>

Overhauls the Nether using just vanilla blocks

Moog's Voyager Structures

<https://www.curseforge.com/minecraft/mc-mods/moogs-voyager-structures>

Adds a bunch of new structures to the world

Regions Unexplored

<https://www.curseforge.com/minecraft/mc-mods/regions-unexplored>

Adds a huge variety of new biomes to the world

Serene Seasons

<https://www.curseforge.com/minecraft/mc-mods/serene-seasons>

Adds seasons to the game.

Tectonic

<https://www.curseforge.com/minecraft/mc-mods/tectonic>

Improved world gen with big mountains etc.

Terralith

<https://www.curseforge.com/minecraft/mc-mods/terralith>

New biomes, caves, etc.

Towns and Towers

<https://www.curseforge.com/minecraft/mc-mods/towns-and-towers>

Adds over 50 new structure types to the world. Requires CristelLib:

<https://www.curseforge.com/minecraft/mc-mods/cristel-lib/download/4531755>

Twilight Forest

<https://www.curseforge.com/minecraft/mc-mods/the-twilight-forest>

Adds a big new mystical forest biome accessed through a portal

Yung's Worldgen Mods

Four mods from the same author that improve the complexity of the below structures. All of these require YUNG'S API:

<https://www.curseforge.com/minecraft/mc-mods/yungs-api>

Yung's Better Strongholds

<https://www.curseforge.com/minecraft/mc-mods/yungs-better-strongholds>

Yung's Better Ocean Monuments

<https://www.curseforge.com/minecraft/mc-mods/yungs-better-ocean-monuments>

Yung's Better Nether Fortresses

<https://www.curseforge.com/minecraft/mc-mods/yungs-better-nether-fortresses>

Yung's Better Witch Huts

<https://www.curseforge.com/minecraft/mc-mods/yungs-better-witch-huts>

Yung's Better End Island

<https://www.curseforge.com/minecraft/mc-mods/yungs-better-end-island>

Yung's Better Desert Temples

<https://www.curseforge.com/minecraft/mc-mods/yungs-better-desert-temples>

Yung's Cave Biomes

<https://www.curseforge.com/minecraft/mc-mods/yungs-cave-biomes>

Yung's Extras

<https://www.curseforge.com/minecraft/mc-mods/yungs-extras>

Yung's Better Dungeons

<https://www.curseforge.com/minecraft/mc-mods/yungs-better-dungeons>

Yung's Better Mineshafts

<https://www.curseforge.com/minecraft/mc-mods/yungs-better-mineshafts-forge>

Mechanic Mods

MECHANIC MODS

Areas

<https://www.curseforge.com/minecraft/mc-mods/areas>

Adds signs you can place to name regions of the map. Requires Collective: <https://www.curseforge.com/minecraft/mc-mods/collective>

Caged Mobs

<https://www.curseforge.com/minecraft/mc-mods/caged-mobs>

Lets you build cages to contain monsters & farm their drops

Camera Mod

<https://www.curseforge.com/minecraft/mc-mods/camera-mod>

Adds ability to take in-game pictures and display them

Carry On

<https://www.curseforge.com/minecraft/mc-mods/carry-on>

Lets you pick up and move small chests & mobs

Comforts

<https://www.curseforge.com/minecraft/mc-mods/comforts>

Adds Sleeping Bags & Hammocks that rest you, but don't reset spawn

Corpse

<https://www.curseforge.com/minecraft/mc-mods/corpse>

Places a corpse with all your items when you die

Craftable Nametags

<https://www.curseforge.com/minecraft/mc-mods/nametags>

Adds a recipe for nametags to the game

Curious Lanterns

<https://www.curseforge.com/minecraft/mc-mods/curious-lanterns>

Adds a Hip Curio slot that you can place a lantern in for hands free light.

Requires Curious and Radiant Gear:

<https://www.curseforge.com/minecraft/mc-mods/curios>

<https://www.curseforge.com/minecraft/mc-mods/radiant-gear>

Radiant Gear in turn requires Ryoamic Lights further down this list

Dave's Potioneering

<https://www.curseforge.com/minecraft/mc-mods/daves-potioneering>

Expands the potion system in a vanilla friendly way. Requires GeckoLib:

<https://www.curseforge.com/minecraft/mc-mods/geckolib> *and therefore*

also GeckoLib/Oculus Compat:

<https://www.curseforge.com/minecraft/mc-mods/geckoanimfix>

DRG Flares

<https://www.curseforge.com/minecraft/mc-mods/drg-flares-forge>

Adds new tossable flares inspired by DeepRockGalactic. Requires Cloth

Config: <https://www.curseforge.com/minecraft/mc-mods/cloth-config>

Easy Breeding

<https://www.curseforge.com/minecraft/mc-mods/easy-breeding>

Not as exciting as it sounds. Lets you breed animals by throwing food at them rather than right clicking. Enables automated breeding.

Easy NPC

<https://www.curseforge.com/minecraft/mc-mods/easy-npc>

Create and name your own NPCs (park workers!)

Enchanting Infuser

<https://www.curseforge.com/minecraft/mc-mods/enchanting-infuser-forge>

Adds a new enchanting block that removes randomness and general annoyingness from the process. Requires Puzzles Lib:

<https://www.curseforge.com/minecraft/mc-mods/puzzles-lib>

Farmer's Delight

<https://www.curseforge.com/minecraft/mc-mods/farmers-delight>

Expands upon farming. We'll be expanding Farmer's Delight further with the following two 'Delight' mods;

Ocean's Delight

<https://www.curseforge.com/minecraft/mc-mods/oceans-delight>

Alex's Delight

<https://www.curseforge.com/minecraft/mc-mods/alexs-delight>

GoProne

<https://www.curseforge.com/minecraft/mc-mods/goprone>

Adds a keybind that drops the player to a prone position

Grappling Hook Mod

<https://www.curseforge.com/minecraft/mc-mods/grappling-hook-mod>

Adds a grappling hook. Requires Cloth Config:

<https://www.curseforge.com/minecraft/mc-mods/cloth-config>

Jump Over Fences

<https://www.curseforge.com/minecraft/mc-mods/jump-over-fences-forge>

Lets you jump over fences. Weirdly.

MrCrayfish's Gun Mod

<https://www.curseforge.com/minecraft/mc-mods/mrcrayfishs-gun-mod>

Adds a bunch of guns to the game. Requires Framework:

<https://www.curseforge.com/minecraft/mc-mods/framework>

OpenBlocks Elevators

<https://www.curseforge.com/minecraft/mc-mods/openblocks-elevator>

Adds a craftable elevator block, moving you between a pair

RyoamicLights

<https://www.curseforge.com/minecraft/mc-mods/ryoamiclights>

Makes light sources dynamic ie you can hold them and move them.

Requires Obsidian UI:

<https://www.curseforge.com/minecraft/mc-mods/obsidianui>

Serilum Mod Collection

Four mods from the same authour. The following four mods all require the Collective Dependency:

<https://www.curseforge.com/minecraft/mc-mods/collective>

Double Doors

<https://www.curseforge.com/minecraft/mc-mods/double-doors>

Healing Campfire

<https://www.curseforge.com/minecraft/mc-mods/healing-campfire>

No Hostiles Around Campfire

<https://www.curseforge.com/minecraft/mc-mods/no-hostiles-around-campfire>

Villager Names

<https://www.curseforge.com/minecraft/mc-mods/villager-names>

Simple Planes

<https://www.curseforge.com/minecraft/mc-mods/simple-planes>

Adds a bunch of new plane types into the game

Simple Hot Air Balloons

<https://www.curseforge.com/minecraft/mc-mods/simple-hot-air-balloons>

Adds craftable hot air balloons. Also flamethrowers (?)

Simply Jetpacks

<https://www.curseforge.com/minecraft/mc-mods/simply-jetpacks-2>

Adds craftable jetpacks that work on Forge Energy

Small Ships

<https://www.curseforge.com/minecraft/mc-mods/small-ships>

Adds a bunch of new ship types into the game

Sophisticated Backpacks

<https://www.curseforge.com/minecraft/mc-mods/sophisticated-backpacks>

Adds customisable and expandable backpacks. Requires Soph Core:

<https://www.curseforge.com/minecraft/mc-mods/sophisticated-core>

And Curios API: <https://www.curseforge.com/minecraft/mc-mods/curios>

Theurgy

<https://www.curseforge.com/minecraft/mc-mods/theurgy>

Adds a large alchemy system to the game. Requires GeckoLib:

<https://www.curseforge.com/minecraft/mc-mods/geckolib> *and benefits from Modonomicon*

<https://www.curseforge.com/minecraft/mc-mods/modonomicon>

Waystones

<https://www.curseforge.com/minecraft/mc-mods/waystones>

Adds placable, teleportable-to waystones. Requires Balm:

<https://www.curseforge.com/minecraft/mc-mods/balm>

Utility Mods

UTILITY MODS

Advancement Plaques

<https://www.curseforge.com/minecraft/mc-mods/advancement-plaques>

Makes the achievement plaque popups a lot fancier. Requires Iceberg:

<https://www.curseforge.com/minecraft/mc-mods/iceberg>

AppleSkin

[https://www.curseforge.com/minecraft/mc-mods/appleskin/download/477](https://www.curseforge.com/minecraft/mc-mods/appleskin/download/4770822)

[0822](https://www.curseforge.com/minecraft/mc-mods/appleskin/download/4770822)

Improvements to the food/healing hud

Cherished Worlds

<https://www.curseforge.com/minecraft/mc-mods/cherished-worlds>

Adds a favourite button to your worlds that stops them being deleted

Easy Anvils

<https://www.curseforge.com/minecraft/mc-mods/easy-anvils>

QOL improvements to the anvil system. Requires Puzzles Lib

<https://www.curseforge.com/minecraft/mc-mods/puzzles-lib>

Enchantment Descriptions

<https://www.curseforge.com/minecraft/mc-mods/enchantment-descriptions>

[ns](https://www.curseforge.com/minecraft/mc-mods/enchantment-descriptions)

Adds literal descriptions to the enchantment table. Requires Bookshelf:

<https://www.curseforge.com/minecraft/mc-mods/bookshelf>

Fast Leaf Decay

[https://www.curseforge.com/minecraft/mc-mods/fast-leaf-decay/downloa](https://www.curseforge.com/minecraft/mc-mods/fast-leaf-decay/download/3693140)

[d/3693140](https://www.curseforge.com/minecraft/mc-mods/fast-leaf-decay/download/3693140)

Makes leaves disappear faster after chopping down a tree

ItemZoom

<https://www.curseforge.com/minecraft/mc-mods/itemzoom>

Showcases the item you hover over in your inventory

Jade

<https://www.curseforge.com/minecraft/mc-mods/jade>

Tells you what block you're currently looking at

Just Enough Breeding

<https://www.curseforge.com/minecraft/mc-mods/justenoughbreeding>

Expands JEI (below) with breeding information on animals

Just Enough Items

<https://www.curseforge.com/minecraft/mc-mods/jei>

Allows for viewing of recipes and items in the inventory screen

Notes

<https://www.curseforge.com/minecraft/mc-mods/notes>

Adds a notepad accessible in-game to track to-do lists etc.

Placeable Items

<https://www.curseforge.com/minecraft/mc-mods/placeable-items>

Enables placing a 3D model of the item you're holding

Polymorph

<https://www.curseforge.com/minecraft/mc-mods/polymorph>

Swap between recipe results when multiple mods use the same recipes

RightClickHarvest

<https://www.curseforge.com/minecraft/mc-mods/rightclickharvest>

Enables crop harvesting with a single right click. Requires Architecture:

<https://www.curseforge.com/minecraft/mc-mods/architecture-api>

Skin Layers 3D

<https://www.curseforge.com/minecraft/mc-mods/skin-layers-3d>

Magically makes your chosen Minecraft skin more 3D

Traveler's Titles

<https://www.curseforge.com/minecraft/mc-mods/travelers-titles>

Pop up RPG-esque titles when entering a new biome

Torchmaster

<https://www.curseforge.com/minecraft/mc-mods/torchmaster>

Adds a craftable and configurable torch to stop mobs spawning

TrashSlot

<https://www.curseforge.com/minecraft/mc-mods/trashslot>

Adds a 'trash item' slot on the inventory. Requires Balm:

<https://www.curseforge.com/minecraft/mc-mods/balm>

TreeChop

<https://www.curseforge.com/minecraft/mc-mods/treechop>

Chop down trees by chopping a single block repeatedly

Xaero's Minimap

<https://www.curseforge.com/minecraft/mc-mods/xaeros-minimap>

Adds a customisable minimap

Xaero's Worldmap

<https://www.curseforge.com/minecraft/mc-mods/xaeros-world-map>

Adds a fullscreen, uncoverable worldmap

Visual Workbench

<https://www.curseforge.com/minecraft/mc-mods/visual-workbench>

Items stay in the bench & display above it during crafting. Requires Puzzles Lib: <https://www.curseforge.com/minecraft/mc-mods/puzzles-lib>

Shaders & Graphics

SHADERS & GRAPHICS

Shader

Complementary Unbound

<https://www.curseforge.com/minecraft/shaders/complementary-unbound>

Pretty shaders. Use the Reimagined Style for something closer to default Minecraft.

Requires the dependencies below: Embeddium, Oculus & Oculus Flywheel

Dependencies

Embeddium (0.3.18)

<https://www.curseforge.com/minecraft/mc-mods/embeddium>

Performance enhancements & enables Oculus

Oculus (1.6.4)

<https://www.curseforge.com/minecraft/mc-mods/oculus>

Shader compatibility for Forge

Oculus Flywheel (1.0.3)

<https://www.curseforge.com/minecraft/mc-mods/iris-flywheel-compat>

Necessary for Oculus to do its thing. Flywheel is included in Create.

PBR

PBR is physics based rendering. Basically the idea behind PBR textures is to more accurately reflect how light and form interact in the real world. The below mods are optional and will have a performance hit, but they do make for a more immersive Minecraft world too.

NB: *To use PBR along with Complementary Shaders you'll need to go into your 'Shader Pack Settings' and turn on LabPBR or SeusPBR under RP support.*

Pixlli

<https://www.curseforge.com/minecraft/texture-packs/pixlli>

Maintains the original Minecraft aesthetic but increases the bump maps

Create PBR

<https://www.curseforge.com/minecraft/texture-packs/create-pbr>

Makes items from the Create mod render with PBR. Very effective with metal in particular

Performance Mods

PERFORMANCE MODS

Clumps

<https://www.curseforge.com/minecraft/mc-mods/clumps>

Groups together XP baubles to reduce lag

Fast Async World Save

<https://www.curseforge.com/minecraft/mc-mods/fast-async-world-save-forge-fabric>

Reduces lag and guards against data loss during autosaving. Requires Cupboard: <https://www.curseforge.com/minecraft/mc-mods/cupboard>

Ferritecore

<https://www.curseforge.com/minecraft/mc-mods/ferritecore>

Reduces memory usage

Let Me Despawn

<https://www.curseforge.com/minecraft/mc-mods/let-me-despawn>

Reduces lag by allowing the game to despawn entities with items

ModernFix

<https://www.curseforge.com/minecraft/mc-mods/modernfix>

Speeds up loading for heavily modded games

Starlight

<https://www.curseforge.com/minecraft/mc-mods/starlight-forge>

Rewrites the lighting engine for performance gains