

Encyclopedia Everwild

All the details in one place

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Community Rules

General Community Rules

1. Harassment, Racism, transphobia, homophobia and other forms of bigotry will not be tolerated.
2. You must be 18 or older.
3. Be kind to each other. Bullying and unfair treatment will result in moderation response.
4. NSFW Policy: NSFW content is allowed only in #midnight-party. While explicit content is allowed, vulgar or intentionally insulting content is not. Regulation of this is at the discretion of our staff team. You get one warning.
5. You must post an introduction in the #introductions channel before posting elsewhere. Intros must include your age and pronouns.
6. Do not send unsolicited DMs to members or staff unless they explicitly have the **DMs Open** role.
7. No AI generated content on the server. This applies to both the Discord and SMP.
8. Use role tags responsibly. Generating excessive notifications may be grounds for a warning.

SMP Rules

1. Respect others builds and items. The Everwild does not use a claim protection system, but if you are found to be violating this trust you will be banned.
2. Do not take from chests you do not own unless the chest is explicitly marked for public use.
3. Griefing will not be tolerated. Pranks are allowed, but only with the ongoing consent of everyone involved. Be prepared to repair what you break.
4. Please do your best to minimize your lag impact. If you plan on building massive farms or doing extremely technical builds, be cognizant of the performance impact of your build.
5. No hacking / X-Ray / other tools that give you a substantial advantage over a player running the base modpack in the world.
6. Rule of Immersion: In general, you can break pretty much any block in Minecraft. However, that doesn't always mean you should. When interacting with builds you did not construct, try to treat them as real buildings and interact with them the way you would a part of an RPG world. To put it simply; Yes, you can pickaxe that iron door, but you probably shouldn't.

Modpack

Feature List

World Generation

The Everwild features modified world generation using the [Larion worldgen mod](#), in combination with a couple of datapacks. The result is an expansive world that only beats how big it feels by how massive it actually is. Towering mountains stand in the distance beyond rolling hills and lakes that stretch for miles. With an expanded Y-axis going from -125 to 512, and the terrain amped up to match, you'll be playing in a world that feels truly epic.

Technical Expansions: Create & AE2

Take your automation and energy engineering to the next level with a combination of the rotation powered creativity of [Create](#), along with the alien technology capacities of [Applied Energistics 2](#). We're also running a handful of Create expansions, giving you access to electric power, biofuel, better trains, and fancier item vaults.

Magic of Color: Spectrum

Complimenting the technical expansions mentioned above, we've included the world expanding magical mod focused on color mixing, Spectrum. Spectrum is a mod that explains itself as it goes, and is best gone into blind, so read ahead at your own risk. Their wiki provides a detailed breakdown of the mod, but I recommend you simply find a geode, break some gemstones, and see what journey that takes you on.

Farm & Charm & Brews

Expand your cuisine and farming operations with the [\[Let's Do\] Farm & Charm](#) mod and its companions. Along with the extra plants, foods and fancier plates provided from the core mod, we've included expansions for baked goods, beach parties, beer & win, and tea! The Feeding Trough mod is also included to allow for easier raising of livestock.

Building Mimics & More

Bring your ideas out of your head and into the world with the expanded building palette provided with the inclusion of several Macaw's mods for doors, fences, furniture, and more. Got a material that doesn't come in the shape you need? Use a Create Mimic to apply any texture in a wide range

of pre-set block shapes. Not to mention a bounty of extra building blocks from all the other mods in the pack.

Tools, Travel, & Flavor

With a world the size of The Everwild, you need a few extra ways to get around. Sure, combat roll might move you quicker, but not as quick as a full scale sail boat. Or maybe a bi-plane is more your style? Either way, we've got you covered with Immersive Aircraft and Small Ships. Carry extra with you using backpacks from Traveler's Backpack, or dive under water with the diving gear from Create.

Once you've reached the later game, expand your armory with Fantasy Armor or any of the other high tier tools added to the game. Capture moments and express yourself in-game with custom paintings made with the Joy of Painting mod! No matter what you're looking for, The Everwild is packed with the tools you need.

Client Improvements

Along with including utilities like a mini-map and world map, free cam, proximity voice chat, shulkerbox tooltips, and MiniHUD, our modpack also comes preloaded with several performance improvement mods, extra graphics settings, and a recommended set of resource packs and shaders. You don't have to run these, but it's our opinion that these fit the world best. We've also included Distant Horizons for massively expanded render distances, which makes exploring the huge world of The Everwild even better.

Full Mod List

The list below is updated semi-regularly as we release new modpack versions but may not be 100% up to date. For specific mod versions, please view the latest [Modrinth verion](#). Please note that support library mods are not included in this list.

Mod	Description	Server Only
Animal Feeding Trough	adds a feeding trough block that auto-feeds nearby animals with food from an internal inventory	
Applied Energistics	An advanced tech mod that provides complex storage and auto-crafting tools	
Argonauts	Server-side support for parties and guilds	X
Audioplayer	Support for custom music discs and goat horns using the proximity chat integration	X
Better Advancements	Improvements to the client advancements menu	
Better F3	Improvements to the F3 debug menu and many extra options	
Better Statistics	Improvements to the client player statistics menu, along with support for server stat sharing	
Blue Map	Web based world map, like Google Maps but for Minecraft	X
Combat Roll	Adds a combat roll ability that grants the player temporary invincibility and moves them forward quickly	
Continuity	Improved connected texture support	
Cosmetic Armor	Adds a set of cosmetic armor slots for the player to display over their actual armor	
Create	Adds a complex and expansive set of blocks and tools for generating and working with rotational power	

Mod	Description	Server Only
Create: Crafts & Additions	Adds extras to create, particularly ways to convert rotational power to electric energy (which can be used with Applied Energistics)	
Create Copycats	Adds a variety of preset shape frames that can be filled with the texture of any other block in the game	
Create Enchantment Industry	Expands the Create mod to add blocks for working with enchantments and experience	
Create Steam & Rails	An expansion for Create adding more features to the Train system	
Create Vibrant Vaults	Adds a variety of different vault textures and support for vertical vaults	
Critters and Companions	Adds a variety of extra passive mobs to the game to bring some life to the world	
Dark Loading Screen	Makes the Mojang load screen dark, instead of bright red.	
Discord Integration	Integrates the SMP server with the Discord server	X
Distant Horizons	Adds a rendering engine for LODs, vastly expanding the render distance of the game	
Distraction Free Recipes	Makes the EMI recipe list hidden by default to reduce visual clutter	
EMI	A modernization of the Just Enough Items interface, providing a full block, item, and recipe list for the modpack	
Emotecraft	Adds emote support to Minecraft! Wave at your friends! Jump for joy!	
Enderman Overhaul	Adds a variety of different biome specific endermen to the game	
Entity Model Features	Added rendering support for entity models	
Entity Texture Features	Added rendering support for entity textures	
Entity Culling	Reduces the number of entities being rendered by pausing rendering for anything outside of player view	

Mod	Description	Server Only
Euphoria Patcher	Adds a set of expanded features for the Complimentary Shaders	
Falling Tree	Allows for trees to be chopped down by breaking just one log	X
Fantasy Armor	Adds a variety of cosmetic and attribute bonus armor that can be crafted using Netherite tier armor and various other ingredients.	
Ferrite Core	Memory engine optimizations	
Freecam	Allows for the camera to detach from the player for better visibility / screenshots	
FSit	Allows the player to sit or crawl on just about anything	
Graves	Adds support for player graves to the server	X
Immersive Aircraft	Adds a variety of aircraft to the game for quick air transportation	
Immersive Weathering	Adds various interactions to the world for reasonable weathering and dynamic regrowth.	
Indium	Game engine optimizations	
Instant Group	Adds a command to create an instant proximity chat voice group, as well as support for configured persistent voice groups	X
Inventory Profiles Next	A massive set of inventory management tools, primarily used for auto-sort and quick deposit between inventories	
Iris	Shader support	
Jade	Adds a label to the HUD telling the player what they're looking at, along with detailed information if available	
Joy of Painting	Adds a system for making and displaying custom in-game paintings	
Just Enough Items	Underlying support for EMI	
Larion	World generation provider	
[Let's Do] Bakery	Add-on for the Farm & Charm mod to add bakery recipes	

Mod	Description	Server Only
[Let's Do] Beach Party	Add-on for the Farm & Charm mod to add various beach party accessories, recipes, and structures	
[Let's Do] Brewery	Add-on for the Farm & Charm mod to add beer brewing	
[Let's Do] Candlelight	Add-on for the Farm & Charm mod to add various fancy dinner setting meals and furniture	
[Let's Do] Farm & Charm	A large expansion to farming and food crafting, as well as various structures and furniture	
[Let's Do] Herbal Brews	Add-on for the Farm & Charm mod to add herbal tea brewing	
[Let's Do] Lili's Lucky Lures	Add-on for the Farm & Charm mod that adds extra fishing items and recipes	
[Let's Do] Vinery	Add-on for the Farm & Charm mod that adds grapes and wine recipes	
Lithium	Game engine optimizations	
Lootr	Per-Player instanced loot chests in generated structures	
Macaw's Bridges	Adds a variety of different bridge and stair blocks	
Macaw's Doors	Adds a variety of different vanilla-friendly doors	
Macaw's Fences	Adds an expanded set of fences and walls	
Macaw's Furniture	Provides a large variety of furniture to decorate builds	
Macaw's Roofs	Roof blocks made with a variety of materials to finish off houses	
Macaw's Stairs	A variety of stair types in a variety of different textures	
Macaw's Windows	Improve on glass panes with detailed windows in different styles	
Mini-Hud	A large utility mod providing different types of toggle-able overlays for the world	
Mod Menu	Allows easy access to mod list and configuration	

Mod	Description	Server Only
Not Enough Animations	Adds a variety of extra animations to the game	
Reese's Sodium Options	Expansion for the Sodium mod to improve the options menu	
Replanting Crops	Allows players to auto-plant crops when harvesting with a hoe	X
Show Me What You Got	Allows players to share their items with chat	
Shulkerbox Tooltips	Adds a tooltip to the game that displays the contents of shulker boxes when hovering over them	
Skin Shuffle	Allows players to hot-swap their skin without re-logging	
Small Ships	Adds a variety of different sizes of sail boats to the game that allow for faster traversal of water	
Sodium	An overhaul of the graphics engine for Minecraft	
Sodium Dynamic Lights	dynamic light support	
Sodium Extras	Adds features to Sodium that are not included in the core mod	
Sparse Structures	Makes structures generate farther apart	X
Spectrum	A large magic mod based on the idea of color mixing	
Status	Allows players to set a status while online to display their availability in the tab list	
Storage Drawers	An easy to use early game storage solution	
Styled Chat	Allows for formatting of the server chat	X
Styled Nicknames	Allows players to set nicknames to use on the server	X
TAB	Allows for advanced control of tablist formatting	X
Trade Cycling	Adds a button to the inventory of non-locked villagers to cycle trades without needing to break their workstation	

Mod	Description	Server Only
Trading Post	Adds a block that can be used to access the trades of all nearby villagers	
Travelers Backpack	Adds upgradable backpacks that can be used to carry extra items and liquids as well as sleep on the go	
Trinkets	Adds extra inventory slots needed for other mods	
Voice Chat Interactions	Allows proximity chat to be detected by sculk blocks and wardens	X
Voice Chat	Adds support for proximity voice chat and voice groups	
Xaero's Mini-Map	Adds a configurable mini-map to the HUD	
Xaero's World Map	Adds a world map to the client with waypoint support	
Xaero's Zoomout	Allows you to zoom much farther out on the world map	

Modpack

Additional Files

Resource Packs

- Fresh Moves - Adds extra player animations
- Fresh Animations - Adds a variety of extra animations to most mobs

Shader Packs

- Complementary Reimagined + Euphoria Patches

Other Files

- options.txt - provided for some suggested keybind adjustments
- servers.dat - preset configuration with our server information