

# 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	

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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	

<b>Mod</b>	<b>Description</b>	<b>Server Only</b>
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	

<b>Mod</b>	<b>Description</b>	<b>Server Only</b>
[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	

<b>Mod</b>	<b>Description</b>	<b>Server Only</b>
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	

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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	

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