

CORE

Prehistoric Nature

– Adds many prehistoric animals and plants obtainable through fossils, as well as many new woods sets including fences, doors, trapdoors, bridges, etc...

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

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

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

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

Thaumcraft

– Adds a progression-based magic system with many branches.

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

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

SUPPORTING

Tinkerer's Construct

– Adds customisable tools & weapons, with different effects and modifications (e.g. lapis = fortune, moss = auto-repair in sunlight, etc...).

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

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

Open Blocks

– A host of random useful features.

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

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

Quark

– Useful features (double-door opening, wood specific doors/trapdoors, etc...), and lots of world generation additions.

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

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

Tech Reborn

– Adds many useful machines to speed things up.

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

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

Simply Jetpacks 2

– What is says on the nozzle.

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

AESTHETIC

Dynamic Trees

– Replaces vanilla tree generation with realistically and dynamically growing trees (vanilla saplings are craftable).

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

Dynamic Surroundings

– Adds realistic sounds and effects.

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

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

Biomes O' Plenty

– Overhauls terrain generation with many new biomes, wood/tree types, and natural blocks.

<https://www.curseforge.com/minecraft/mc-mods/biomes-o-plenty>

Dynamic Trees - Biomes O' Plenty

– Replaces vanilla style BoP trees with dynamic trees variants.

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

Dynamic Trees - Thaumcraft Compat

– Replaces vanilla style Thaumcraft trees with dynamic trees variants.

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

Dynamic Trees - Quark

– Replaces vanilla style Quark trees with dynamic trees variants.

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

Sound Filters

– Adds surroundings based reverb and noise dampening.

- <https://www.curseforge.com/minecraft/mc-mods/sound-filters>
- BiblioCraft**
– Adds furniture.
<https://www.curseforge.com/minecraft/mc-mods/bibliocraft>
- Sit**
– Allows sitting on slabs and stairs.
<https://www.curseforge.com/minecraft/mc-mods/sit>
- Path Under Gates**
– Does what it says on the shovel.
<https://www.curseforge.com/minecraft/mc-mods/path-under-gates>
- Hardcore Darkness**
– Makes night brightness dependant on the phase of the moon, and removes the minimum block light level.
<https://www.curseforge.com/minecraft/mc-mods/hardcore-darkness>
- Plants**
– Adds many plants.
<https://legacy.curseforge.com/minecraft/mc-mods/plants>
<https://legacy.curseforge.com/minecraft/mc-mods/placebo>
- Camera Mod**
– Allows you to take in-game photographs which you can put on walls or in an album.
<https://www.curseforge.com/minecraft/mc-mods/camera-mod>
- Rats**
– Adds rats with a surprising amount of behaviour.
<https://www.curseforge.com/minecraft/mc-mods/rats>
- Fairy Lights**
– Craft and put up custom fairy lights.
<https://www.curseforge.com/minecraft/mc-mods/fairy-lights>
- Advanced Chimneys**
– Adds smoke particles to furnaces, etc... that can be guided through vents/chimneys.
<https://www.curseforge.com/minecraft/mc-mods/advanced-chimneys>
<https://www.curseforge.com/minecraft/mc-mods/forgeendertech>
- Macaw's Bridges**
– Adds several types of bridge blocks.
<https://www.curseforge.com/minecraft/mc-mods/macaws-bridges>
- Macaw's Fences and Walls**
– Adds pretty fences and walls.
<https://www.curseforge.com/minecraft/mc-mods/macaws-fences-and-walls>
- Macaw's Furniture**
– Adds decorative furniture such as draws and closets.
<https://www.curseforge.com/minecraft/mc-mods/macaws-furniture>
- Macaw's Paintings**
– Adds more paintings to the random list.
<https://www.curseforge.com/minecraft/mc-mods/macaws-paintings>
- Macaw's Paths and Pavings**
– Adds many different patterns for cut-out path/paving overlays.
<https://www.curseforge.com/minecraft/mc-mods/macaws-paths-and-pavings>
- Macaw's Roofs**
– Adds slanted roof blocks and gutters.
<https://www.curseforge.com/minecraft/mc-mods/macaws-roofs>
- Macaw's Windows**
– Adds openable window blocks.
<https://www.curseforge.com/minecraft/mc-mods/macaws-windows>
- Chisel**
– Adds many many block variants.
<https://www.curseforge.com/minecraft/mc-mods/chisel>

UTILITY

- Just Enough Items**
– Makes it easy to look up item recipes.

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

 - <https://www.curseforge.com/minecraft/mc-mods/the-one-probe>
- Not Enough IDs

 - Increases the item ID cap. Needed as the old cap was exceeded.

<https://www.curseforge.com/minecraft/mc-mods/notenoughids>
- Carry On

 - Allows the picking up and carrying of some mobs and tile entities.

<https://www.curseforge.com/minecraft/mc-mods/carry-on>
- Craft Tweaker 2

 - Enables the addition of custom crafting recipes.

<https://www.curseforge.com/minecraft/mc-mods/crafttweaker>
- Inventory Tweaks

 - Enables better inventory management (e.g. auto-sort with middle-click).

<https://www.curseforge.com/minecraft/mc-mods/inventory-tweaks>
- Nature's Compass

 - Makes it easy to find specific biomes. Useful especially with BoP.

<https://www.curseforge.com/minecraft/mc-mods/natures-compass>
- Fast Leaf Decay

 - Leaves disappear faster.

<https://www.curseforge.com/minecraft/mc-mods/fast-leaf-decay>
- Ender Crop

 - Makes ender pearls farmable with dungeon loot seeds.

<https://www.curseforge.com/minecraft/mc-mods/ender-crop>
- Journey Map

 - Adds a mini-map and world-map with custom map markers and death markers.

<https://www.curseforge.com/minecraft/mc-mods/journeymap>
- Aqua Acrobatics [Forge]

 - Adds the modern MC movement system (e.g. swimming, crawling with trapdoors, etc...)

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

<https://www.curseforge.com/minecraft/mc-mods/mixinbootstrap>
- Peaceful+

 - Adds ways of obtaining certain mob drops in peaceful mode.

<https://www.curseforge.com/minecraft/mc-mods/peaceful-mod>
- Storage Drawers

 - Adds a versatile bulk storage system.

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

<https://www.curseforge.com/minecraft/mc-mods/chameleon>
- Refined Storage

 - <https://www.curseforge.com/minecraft/mc-mods/refined-storage>
- Traveler's Backpack

 - Adds backpacks that not only expand the inventory, but have build in crafting grid, liquid tanks, sleeping bag, and tool storage.

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

 - Adds useful features including un-crafting and configurable crops.

<https://legacy.curseforge.com/minecraft/mc-mods/cyclic>
- RFTools

 - Adds some machines and useful tools.

<https://legacy.curseforge.com/minecraft/mc-mods/rftools>

<https://legacy.curseforge.com/minecraft/mc-mods/mcjtlib>
- XNet

 - Adds a simple and lag-free cable transfer system.

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

<https://legacy.curseforge.com/minecraft/mc-mods/mcjtlib>
- Crafting Ink Sacs!

 - Adds crafting recipe for ink sacs.

<https://www.curseforge.com/minecraft/mc-mods/crafting-ink-sacs>
- Craftable Slime Balls

- Adds crafting method for slime balls (mossy cobblestone & bottle...)
 - <https://www.curseforge.com/minecraft/mc-mods/slime-bottles>
- Craftable Sponges
 - Adds crafting recipe for sponges.
 - <https://www.curseforge.com/minecraft/mc-mods/craftable-sponges>
- Simple Teleporters
 - Adds an easy (but somewhat pricy to set up) way of teleporting to select places you've already been.
 - <https://www.curseforge.com/minecraft/mc-mods/simple-teleporters>
- Hunger In Peace
 - Disables automatic hunger and health regeneration in peaceful mode, this allowing the consumption of foods.
 - <https://www.curseforge.com/minecraft/mc-mods/hunger-in-peace>
 - <https://www.curseforge.com/minecraft/mc-mods/applecore>
- Canny Composter
 - Make compost which acts as bonemeal.
 - <https://www.curseforge.com/minecraft/mc-mods/composter>
 - <https://www.curseforge.com/minecraft/mc-mods/wumpleutil>
- Craft Saddles and Horse Armor
 - Adds crafting recipes for saddles and horse armour.
 - <https://www.curseforge.com/minecraft/mc-mods/craft-saddles-forge-1-16-5>
- Name Tag Tweaks
 - Allows you to name a name tag with by command, adds a recipe, and mobs drop their name tags on death.
 - <https://www.curseforge.com/minecraft/mc-mods/name-tag-tweaks>
 - <https://www.curseforge.com/minecraft/mc-mods/collective>
- Oreberries
 - Adds underground bushes that grow metallic ore berries. Was once upon a time a part of Tinkerer's Construct.
 - <https://www.curseforge.com/minecraft/mc-mods/oreberries>
- OptiFine
 - Increases performance, adds connected glass texture, gives to ability to zoom in.
 - <https://optifine.net>
- Clumps
 - Clumps XP orbs together.
 - <https://www.curseforge.com/minecraft/mc-mods/clumps>
- A fix for phosphor apparently.
 - /shrug
 - <https://www.curseforge.com/minecraft/mc-mods/phosphorcrashfix>
- Performant
 - Increases framerate.
 - <https://www.curseforge.com/minecraft/mc-mods/performant>