1) build descriptions (choose one of them):

- tbs-patch-1.2

includes all changes listed in the changelog.

- revert-despawning

original behavior: hostile mobs despawn during moon phases 5–8, causing modded entities/structures to spawn excessively every few minutes (since only modded entities could spawn).

my patch: mob despawning event now only occurs when the moon is infected (when the moon event is active). This causes for entities to spawn way less in the normal phases, but when the moon event will trigger, everything will go back to normal

this: reverts to the original system where despawning is tied to moon phases 5–8 regardless of the moon event

- old-datapack

restores the mod's datapack to its original 1.9.3 version.