Welcome to the DragonSpire Tech modpack!

This modpack was originally crafted to be lightweight, while adding a wide variety of things to do, new places to explore, and challenging, but fair, difficulty.

This mod currently includes a selection of technology and difficulty mods, as well as many Quality of Life improvements intended to make playing the game enjoyable.

# Planned Features:

* Exploration options, such as random structures and dungeons
* Dimension mods for even more exploration
* Server economy and utility features
* Balance tweaks and difficulty scaling

# Issues:

* Signs will often display black squares instead of text. Possibly related to a performance mod

# All mods in this pack as of version A1.0.1:

## Tech:

* AE2 / AE2Stuff
  + A digital storage system that also allows for automation
* EnderIO
  + A large tech mod with a vast array of machines and objects
* EnderStorage
  + Quantum type-storage like the vanilla ender-chest
* Tinkers Construct
  + Cast and Construct powerful tools and weapons form various materials, giving them, generally, useful stats and abilities
* Mekanism / Generators
  + Another tech mod that adds many machines and objects that improves advancement and efficiency

## Content:

* Pams harvestcraft
  + Adds a large selection of food items that provide various benefits

## Difficulty:

* BloodMoon
  + Occasionally, the blood moon will rise, you can’t sleep and powerful monsters are everywhere
* HardcoreDarkness
  + Removes the minimum light level, it gets dark, fast
* HarderBranchMining
  + Makes mining large areas more difficult in favor of cave exploring
* Rough Mobs Revamped
  + Adds difficult mob types and changes the AI a bit
* Dungeon Mobs
  + Adds various, difficult, mobs for variety and a challenge

## QOL:

* AppleSkin
  + Displays saturation as an overlay over the hunger bar
* BiblioCraft
  + Storage and aesthetics mod
* Bonsai Trees
  + Single block tree farms to save space
* Extra Utilities
  + Lots of useful additions
* Fast Leaf Decay
  + Tree leaves decay much faster once the trees are removed
* Morpheus
  + Sleep voting system for servers, not everyone has to sleep
* Tiny Mob Farm
  + Single block Mob farm to help prevent laggy mob farms on servers
* Spice Of Life: Carrot Edition
  + Gives players a reason to eat a variety of food rather than just one type

## Performance / Stability:

* AI Improvements
  + Improves the performance and behavior of mobs
* BetterFps
  + Generally increases performance of clients
* Clumps
  + Groups together XP orbs to prevent lag when lots of XP is present
* FastFurnace
  + Cache Furnace recipe to prevent item-lookups during every smelt operation
* FastWorkbench
  + Cache Workbench recipe to prevent item-lookups every time an item Is crafted
* FoamFix
  + Performance improvements
* Performant
  + Performance Improvements
* Phosphor
  + Lighting system improvements that should help performance

## Utility:

* Chunk Pregenerator
  + Pre-generate chunks, useful on servers to generate terrain when players are not online
* Hwyla / Havestability
  + Visual overlay to show details of what you are looking at in the world
* JEI
  + In game item list showing recipes and uses for items
* Journeymap
  + In game minimap and waypoint system
* Storage Drawers
  + Allows for visual storage of stacks of items
* WeirdingGadget
  + Chunk-loader, allows chunks to be loaded when no players are online

## Misc:

* EyesInTheDarkness
  + Atmospheric mod for dark areas
* Hats
  + Show off your personality with collectable hats!

Core Mods: (These mods generally don’t add anything, but are required for other mods)

* AppleCore
* BDLib
* Chameleon
* CodeChickenLib
* EnderCore
* iChunUtil
* Mantle