

Christmas Modpack

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Introduction

This document outlines almost every mod* included and contains descriptions, links, screenshots, and other useful details to help understand the features/additions of each mod.

**Only relevant mods are in this document aka stuff you might actually use or care about*



Mod 1: Accessories/Accessorify

Accessories adds accessory slots to the inventory screen while **Accessorify** allows you to equip different vanilla items in the accessory slots.

Elytra

Can now be equipped in the Cape slot, or the Elytra slot in unique slot mode.

There is no additional functionality, but it frees up the chest slot so you can equip both a chestplate and the Elytra at the same time.

Totem of Undying

Can now be equipped in the Charm slot, or the Totem slot in unique slot mode.

When equipped, the totem will be triggered and consumed to save you from death, as if you were holding it in your hands.

Lantern

Can now be equipped in the Belt slot, or the Lantern slot in unique slot mode.

When equipped, the lantern will show up on the player and emit light matching the lantern's light level.

Ender Chest

Can now be equipped in the Back slot, or the Ender Chest slot in unique slot mode.

When equipped, pressing **V** (default keybind, configurable) opens the player's ender storage.

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Arrows

Can now be equipped in the Arrow slot, which is added by this mod.

When holding a ranged weapon, holding **X** brings up an arrow selection widget.

- Scroll with the mouse wheel to select an arrow type.
- Releasing **Sneak** closes the widget.

From left to right: Default slot mode; Default slot mode without copy; Unique slot mode



Mod Link(s)

[Accessories](#)

[Accessorify](#)

Mod 2: Artifacts

Artifacts are special items which grant you special effects and abilities. Artifacts come with 1 - 5 levels, each carefully chosen with unique abilities. You can equip up to 2 artifacts at the same time. All artifacts also come with a rarity which determines how rare the artifacts are.

You have **common**, **uncommon**, **rare**, **unique** and **divine**.

Challenges

Each artifact also comes with its own challenge.

These are advancements you can try to achieve to earn some more artifact loot!



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Obtaining

To obtain artifacts, explore the world in the hopes of finding **overgrown structures**.

Once you've defeated all the mobs in the structure, locate an artifact chest which can only be opened using an **amethyst shard**.

Once open, your loot will pop right out! If you're lucky you'll receive an artifact!



Upgrading

When obtained, artifacts always start from level one. They have a varying amount of levels that can be upgraded using an **artifact upgrade**.

To upgrade, put the artifact in your offhand and use the upgrade, just like shown below.



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Artifact Smith

The **artifact smith** is a new villager which has an **artifact cauldron** as its job block.

You can trade your duplicate artifacts for emeralds and also buy some useful goodies like **artifact upgrades**, **artifact templates**, and **essence**. The Smith changes its artifacts trades every day so you have the chance to get rid of that common artifact you have 5 duplicates of ;)



Artifact Cauldron

The **artifact cauldron** is a special block obtained by using an **artifact upgrade** on a normal **cauldron**. It can be used as a job block or used to craft recipes. If you ever forget how the recipes work, no problem there is a giant tooltip floating in front to tell you exactly what to do!



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Artifact crafting

Artifact crafting is one of the recipes the artifact cauldron can craft. It's a more mid to late game way of obtaining artifacts. Throughout your explorations you'll find parchments which contain tips about what items are used to craft certain artifacts. These recipes are randomly generated for every world.

3 Examples of some parchments and what they mean:



Sculk **AND** Sculk catalyst **does not**
craft necromancy anklet

Dragon head **crafts** a rare end
artifact

Magma cream, coal, **OR** nether
quarts **crafts** fireball ring

Combine an **artifact template** with some **compounds** and the right **relic** in the artifact cauldron. If you've used the right ingredients, you should have a new artifact!

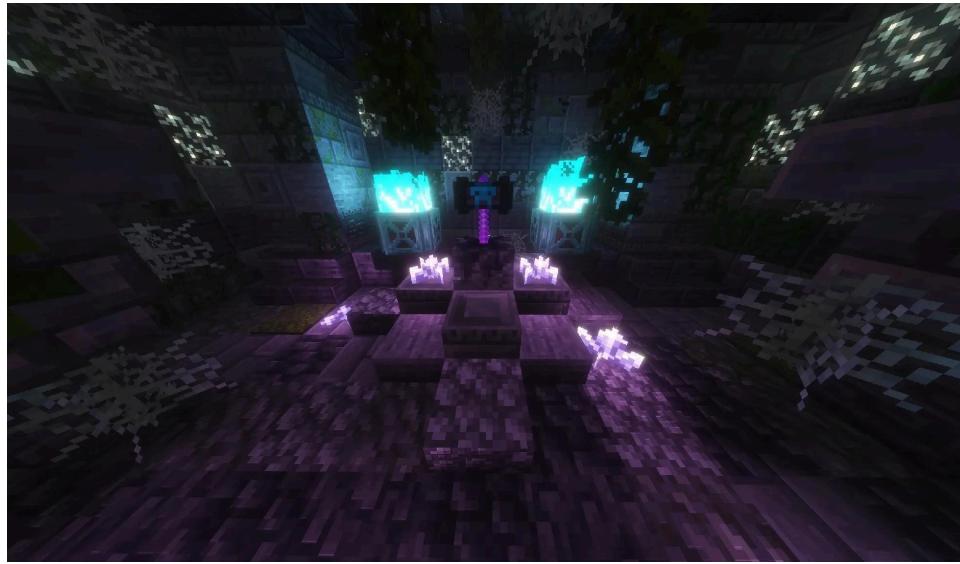


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Artifact Recycling

Artifact recycling is another function of the **artifact cauldron** which allows you to get rid of all your duplicate **artifacts**!

To start, you first have to go to the **artifact dungeon** to retrieve the **artifact hammer**.



Using your **artifact hammer**, you can destroy your artifact which has a chance of giving you an **artifact blend**, an **artifact template**, the **relic** the artifact is made of, or some **artifact essence**.



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In order to turn those items back into some loot, you have to use 3 **blends**. During the recipe, you can also add some **artifact essence**. These items are used to modify the chance to get an artifact of a certain rarity. For example, using a **unique essence** will increase the chance for a **unique artifact**.



Mod Link(s)

[Ancient Artifacts 2](#)

Mod 3: Arcane Lanterns

Arcane Lanterns allow you to use the power of light! Fabricate special types of lanterns using a **Lantern Maker** with various effects to help around your base.

Use the **Lantern Maker** to infuse a normal vanilla lantern with some special powers. Place the catalysts onto the maker, then finally place the vanilla lantern block on top and your new lantern will be created.



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Lanterns Added:

▶ **Life Lantern:** Makes crops around the lantern grow faster.

Catalysts: Egg, Melon, Golden Apple, Sugar Cane, Bone Meal

▶ **Feral Lantern:** Lights up a giant area around it by spawning sparks. When the area is lit up and enough sparks have been spawned the lantern vanishes.

Catalysts: Glowstone, Jack o' Lantern, Fire Charge, Blaze Powder, Gold Ingot

▶ **Love Lantern:** Makes nearby mobs fall in love.

Catalysts: Diamond, Rabbit Foot, Golden Carrot, Beetroot, Life Lantern, Honey Bottle

▶ **Wailing Lantern:** Cries if you get close, screams and applies nausea if you get even closer.

Catalysts: Ghast Tear, Warped Roots, Flint, Pufferfish, Ink Sac

▶ **Boreal Lantern:** Slows nearby mobs and players down, also extinguishes burning mobs.

Catalysts: Cobweb, Snowball, Packed Ice, Quartz

⚠ **Brilliant Lantern:** Turns nearby animals directly into experience. (*WARNING: AFFECTS ALL*)

Catalysts: Shulker Shell, Paper, Snowball, Phantom Membrane

⚠ **Warding Lantern:** Pushes all living entities except players away. (*WARNING: AFFECTS ALL*)

Catalysts: Warped Fungus, Pufferfish, Iron Door, Obsidian

▶ **Containment Lantern:** Keeps all living entities except the player confined to an area.

Catalysts: Warding Lantern, Fishing Rod, Cobweb, Chain

▶ **Withering Lantern:** Applies the wither effect in the area around it.

Catalysts: Wither Rose, Soul Sand, Firework Star, Coal

▶ **Cloud Lantern:** Applies the slow fall effect in the area around it.

Catalysts: Phantom Membrane, Soul Torch, Snow Block, White Wool

Mod Link(s)

[Arcane Lanterns](#)

Mod 4: Armor Statues

Armor Statues unlocks the full potential of **armor stands**: Customize everything from unlocking arms, rotating every single body part, to selecting from built-in poses, adjusting various style settings, as well as great tools for positioning the armor stand, even in ways where you can use it to only display items in your world, making the stand itself invisible.



Mod Link(s)

[Armor Statues](#)

Mod 5: Beautify

Beautify adds lots of vanilla-styled ways to spice up your builds with custom models. Check JEI in game for recipes.



Hanging Pot

Able to stand like normal Pots or hung from a block.
Works with every flower, double-tall flowers and more!
Can be grown with bonemeal and cut down with shears to duplicate its content!



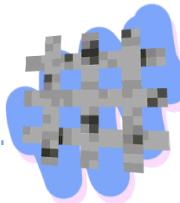
Book Stack

A nice addition to any shelf or desk.
Also provides Enchantment Table Power the same way Shelves do!
Its multiple models can be switched between by shift-rightclicking.



Picture Frame

Available in all Vanilla Wood Varieties + Quartz. You can easily switch between the motives by Shift-Right-clicking.
All 16x16 Vanilla Motives are available, as well as some custom Pixel Art.



Lattice

Can be placed on a wall or on the ceiling.
They can be climbed like ladders.
Right-click with plants to insert them.
Plants like vines do not spread on lattices.



Blinds

Connectable Blocks that are available in all Vanilla Wood Varieties + Iron.
Closed Blinds will fully retract and hide all of its segments.



Candelabra

A new way of using your candles. They are perfectly suited for any medieval or older build. Available in every dyeable color!

Mod Link(s)

[Beautify: Refabricracted](#)

Mod 6: Beltborne Lanterns

Press **B** while holding a **lantern** — it snaps onto your belt. Walk, jump, fight — the lantern sways with physics and *casts light near you*. Need it back in your hands? Press **B** again.💡

-Works together with Accessories slots

⚙️ How to use

1. Hold a lantern.
2. Press **B** — it attaches to your belt.
3. Move around — it sways with you and *casts light near you*.
4. Press **B** again — it detaches.



Mod Link(s)

[Beltborne Lanterns](#)

Mod 7: Camerapture

Camerapture is a camera / picture mod for Fabric! It adds working cameras that can take actual pictures of what you see in-game. You can also upload custom pictures using the camera!

After crafting your **camera**, put some **paper** in your inventory and get to photographing!

You can hang a picture on the wall by sneak + right-clicking. To resize the picture frame, just sneak + right-click again on the picture!

Alternatively, craft an album and collect your pictures into a single book!



Mod Link(s)

[Camerapture](#)

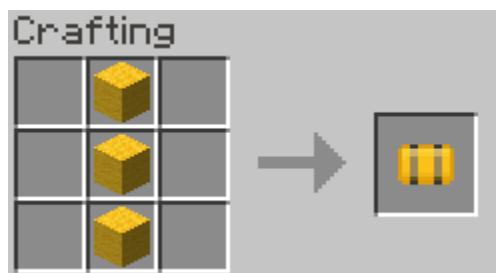
Mod 8: Comforts

Comforts adds **sleeping bags** and **hammocks** to Minecraft. These items can be used just like **beds** except they do not set a player's spawn point on use, safely preserving a player's spawn point at their home base.

Hammocks are like an inverse bed, turning day to night.

To set up a hammock, use **Rope** and **Nail** and hang the hammock in a four-block space.

Sleeping Bag



Hammock



Mod Link(s)

[Comforts](#)

Mod 9: Completionist's Index

Completionist's Index adds a list of all the items you have already collected in your world. Sorted by different mods, you can carefully check as you collect every single item in the game.



Mod Link(s)

[Completionist's Index](#)

Mod 10: Crate Delight

Crate Delight lets you craft **crates** and **bags** to organize your resources with style, keeping your chests clutter-free and your inventory in order. Check JEI in game for recipes.



Mod Link(s)

[Crate Delight](#)

Mod 11: Create

A mod offering a variety of tools and blocks for Building, Decoration and Aesthetic Automation.

The added elements of tech are designed to leave as many design choices to the player as possible. With **Create**, the game isn't played inside a bunch of UIs, it challenges you to set up contraptions of animated components working together in many possible arrangements.

Check JEI in game for recipes.



Mod Link(s)

[Create](#)

Mod 12: Dawn of Time

Dawn of Time adds more than **350 blocks and furniture pieces** to Minecraft, all designed with **connected textures** and a consistent **vanilla-friendly style**.

Each cultural set (French, German, Japanese, Persian, Pre-Columbian, Roman) gives you everything needed to build from **cellar to rooftop**: walls, windows, doors, railings, mosaics, and even detailed furniture.



Mod Link(s)

[Dawn of Time](https://www.curseforge.com/minecraft/mc-mods/dawn-of-time)

Mod 13: Dice

Dice adds 16 craftable colored dice that you can roll!



Dice can be crafted like this but the top dye can be switched to any color!



Mod Link(s)

[Dice](#)

Mod 14: Farmer's Delight

Farmer's Delight is a mod that gently expands upon **farming** and **cooking** in Minecraft.

Using a simple cooking system and a few familiar ingredients, you'll be able to prepare a wide variety of hearty meals: from **sandwiches** to **salads** and **stews**.

Check JEI in game for recipes.



Mod Link(s)

[Farmer's Delight](#)

Mod 15: Fluffy Dandelions

Fluffy Dandelions is a cozy little mod that introduces a brand new flower into Minecraft

It may look like a simple decorative plant at first, but it comes with a special interactive mechanic that brings a touch of magic and playfulness to your world.

✨ Features:

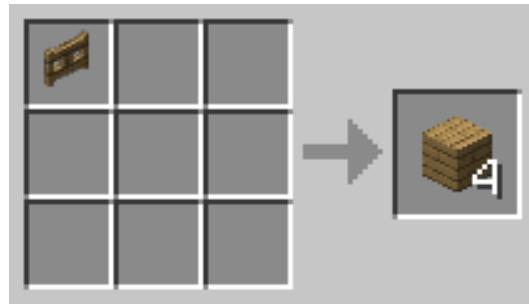
- Spawns in **Forests, Flower Forests, and Plains**, blending seamlessly into natural biomes.
- Hold the flower in your hand, **crouch** (Shift), and **Right-Click** to blow
- **Luck** effect bonus – blowing on the dandelion has a **25% chance** to grant you the **Luck** effect for a short duration
- Flower pot support – display it in a pot for an extra cozy decoration.
- Compostable – just like other plants in Minecraft.



Mod Link(s)

[Fluffy Dandelions](#)

Mod 16: Forgiveness



Lets you turn blocks back to their previous states through crafting.

For example:

- Slabs back to Blocks;
- Stairs into Blocks;
- Glass Panes to Glass;
- Clay into Pieces of Clay;
- Quartz Block into Quartz;
- Brick Block to Bricks;
- Wool into Strings;
- Sticky Piston into Regular Piston;
- Colored Carpet to White Carpet;
- Colored Carpet to Colored Wool;
- Walls back to Block;
- Stripped Logs into Logs;
- Stripped Wood to Regular Wood;
- Dropper to Dispenser;
- Dispenser to Dropper;
- Melon to Melon Slices;
- Blue ice to packed ice;
- Packed ice to ice;
- Sticks to oak planks;
- Doors to its planks(or iron);
- Buttons to its planks(or stone/polished blackstone);
- Trapdoors to its planks(or iron);
- Signs to planks;

Mod Link(s)

[Forgiveness](#)

Mod 17: Friends&Foes

Friends&Foes adds outvoted and forgotten **mobs** from the mob vote.

Detailed info can be found on wiki: <https://github.com/Faboslav/friends-and-foes/wiki>



Crab

Introducing the **Crab**, a friendly creature wandering the **mangrove swamps** and **beaches**. Looking to extend your reach? The **crab claw** can be used to craft a **potion** that increases your reach. If you want to breed this little fella, you'll need kelp and patience, as crabs need to "bury" their eggs in a safe place.



Tuff Golem

Tuff Golem, a statuesque mob, which can hold and display any item you give it, but be careful when it is not sleeping it loves to take spontaneous strolls. Want your tuff golem to stay put? Stick it in place with a **honeycomb**. To build a Tuff Golem, gather a **tuff block**, a **wool block** of any color, and a **pumpkin**.



Rascal

Discover **Rascal**, a mischievous little creature located in the mines, that finds joy in the game of hide-and-seek. It's both playful and helpful, giving you hints as you search for it. Find it three times and it will reward you with the **bundle** of your dreams!



Copper Golem

Meet the **Copper Golem**, a pocket-sized, comedic marvel that finds joy in randomly pressing **copper buttons**. Like any other copper creations it will oxidize over time, but do not worry, maintenance is a breeze! For a quick makeover, grab an **axe** or a **honeycomb**. If you want to build this little creature, gather a **copper block**, a **pumpkin**, and a **lightning rod**.

Mod Link(s)

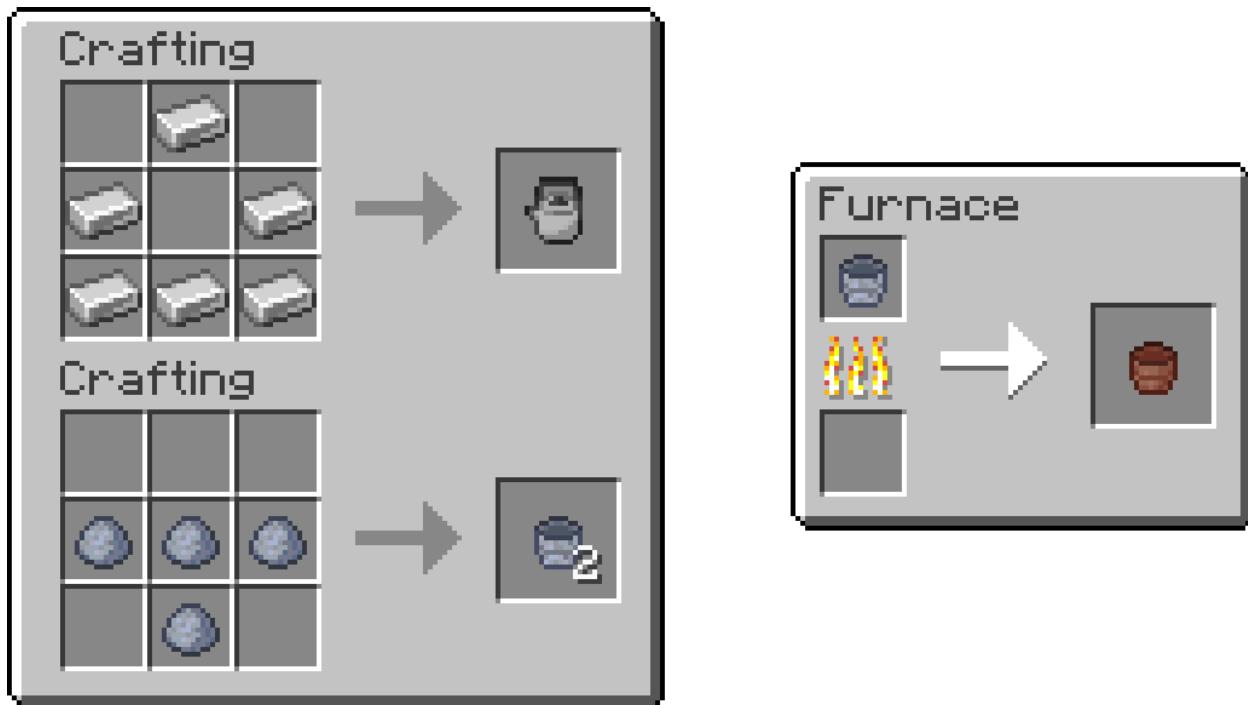
[Friends&Foes](https://github.com/Faboslav/friends-and-foes/wiki)

Mod 18: Hot Kettles

Adds decorative and functional drinks to Minecraft, they are colorful, give you potion effects, and add a nice dimension of coziness to the game!

How to Use

- Craft a **kettle** with the recipe below, right clicking the kettle with an empty hand will give you instructions on what to do next.
- The options are to put **cactus**, **water**, **milk**, or **lava** in an **empty kettle**.
- In a **water kettle** you can add **apple** or **cocoa**.
- You can heat a kettle by putting **fire**, **torch**, or **lava** beneath it, which will give you **hot drinks** instead of **cold drinks**.
- This covers the variety of kettles, then you can use an **empty mug**, crafted from a **clay mug** smelted in a **furnace**, to grab a cup of liquid from the kettle!



Mod Link(s)

[Hot Kettles](#)

Mod 19: Illuminated

Adds a **flashlight**, making a light shape normally impossible in Minecraft.

The flashlight can be toggled on and off by **right-clicking**.



Mod Link(s)

[Illuminated](#)

Mod 20: Inferno

Makes several changes to how fire works in order to create a more dynamic experience, as well as adding some shiny new content to reward you for aiding in environmental restoration.

Smoke

- The more fire is nearby, the more intense the smoke will be.



Remains

- When logs burn, they have a chance to turn into **Charred Logs** - these will drop 1-4 **Charcoal** when broken, or if broken with **Silk Touch**, can be used to smelt 40 items.
- **Grass Blocks** are now flammable and turn into **Scorched Earth**, which can be fertilized with **Bone Meal** to grow a host of new plants.

Plants

- When fertilized, Scorched Earth will grow into a variety of new plants. As long as 5 or more Scorched Earth are fertilized, 2 plants will always grow from the remains.

Shining Oak

- Scorched Earth also has a rare chance to spawn a Shining Oak Sapling, which will grow into a beautiful new fireproof tree, with its own dedicated wood set.

Mod Link(s)

[Inferno](#)

Mod 21: Just Enough Items (JEI)

JEI is an item and recipe viewing mod



Basic Controls:

Inventory:

(Minecraft Options -> Controls)

Show Recipes: Hover over item + R

Show Uses: Hover over item + U

Toggle Item List Overlay: Control + O

Item List:

Show Recipes Click Item or type R

Show Uses : Right-Click Item or type U

Next/Previous page: Scroll Wheel

Search:

Search by Mod Name: Type @ in front of a word (@create)

Multiple terms work together (piston @create)

Exclude search terms: Type - in front of a word (@create -piston)

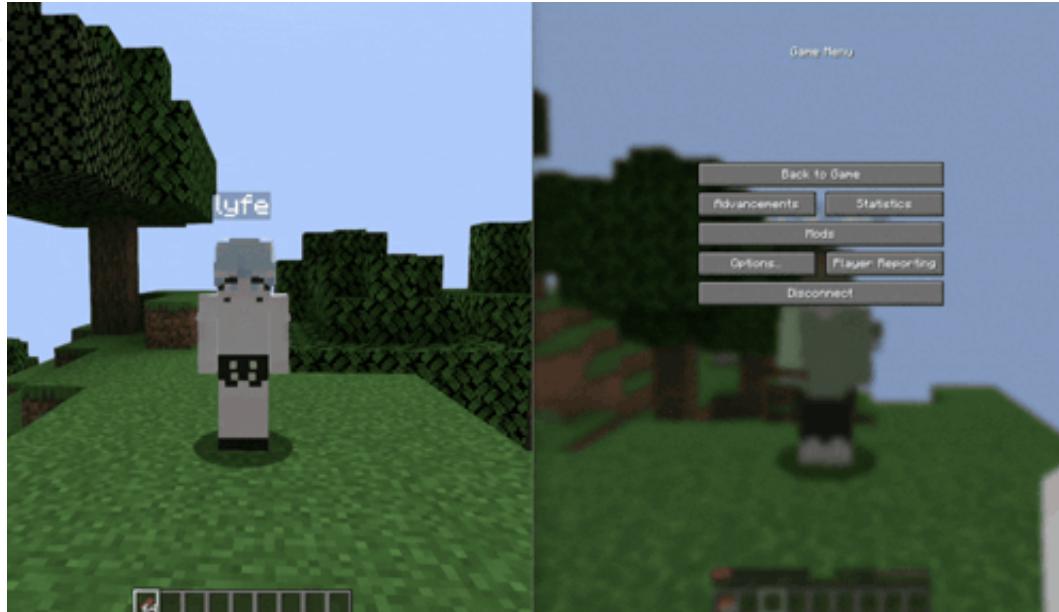
Mod Link(s)

[Just Enough Items \(JEI\)](#)

Mod 22: Let Your Friends Eat!

Tired of your friends starving during an adventure? **Let Your Friends Eat!** is a simple yet fun mod that allows players to **feed each other** directly.

Just **right-click** a friend while holding food, and they'll enjoy the meal instantly!



- **Feed Other Players** – Simply right-click your friends while holding food to share a meal.
- **Full Food Effects** – Transfers hunger, saturation, and any status effects (like from a Golden Apple).
- **Immersive Sounds** – Hear the classic eating and burp sounds.
- **Visual Feedback** – Fun particles appear to confirm your friend has been fed.

Mod Link(s)

[Let Your Friends Eat! \(Can feed other player\)](#)

Mod 23: Lootr

Lootr transforms the way you experience loot in Minecraft. With this mod installed, every player gets their own, individual loot from chests, barrels, shulker boxes and minecarts--no more racing to loot structures or finding containers filled with someone else's trash!

- **Personalized loot:** Each player sees unique loot, generated specifically for them.
- **Near-universal:** Compatible with almost every feature and structure, Vanilla or modded.
- **Faithful to Vanilla:** Utilizes the exact same loot generation code as Vanilla.
- **Server-friendly:** Reduces server sizes by removing the need to constantly explore for new structures.

Tip: If a chest has a gold outline, you have not looted it yet (the outline will turn silver after)



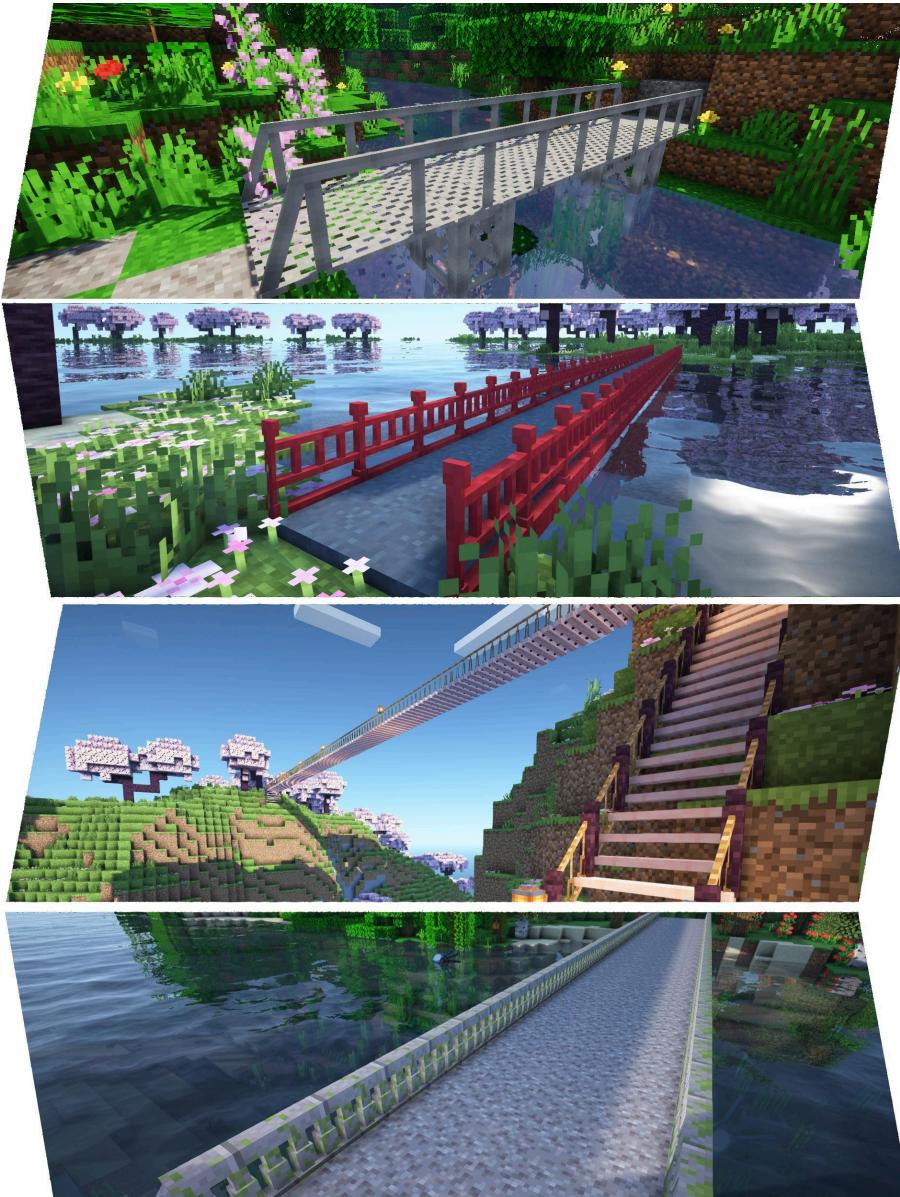
Mod Link(s)

[Lootr](#)

Mod 24: Macaw's Bridges

Adds a variety of bridges

Check JEI in game for recipes



Mod Link(s)

[Macaw's Bridges](#)

Mod 25: Macaw's Doors

Adds vanilla doors with every wood color and new unique doors

Check JEI in game for recipes



Mod Link(s)

[Macaw's Doors](#)

Mod 26: Macaw's Fences and Walls

Adds new vanilla styled fences, walls, and gates!

Check JEI in game for recipes



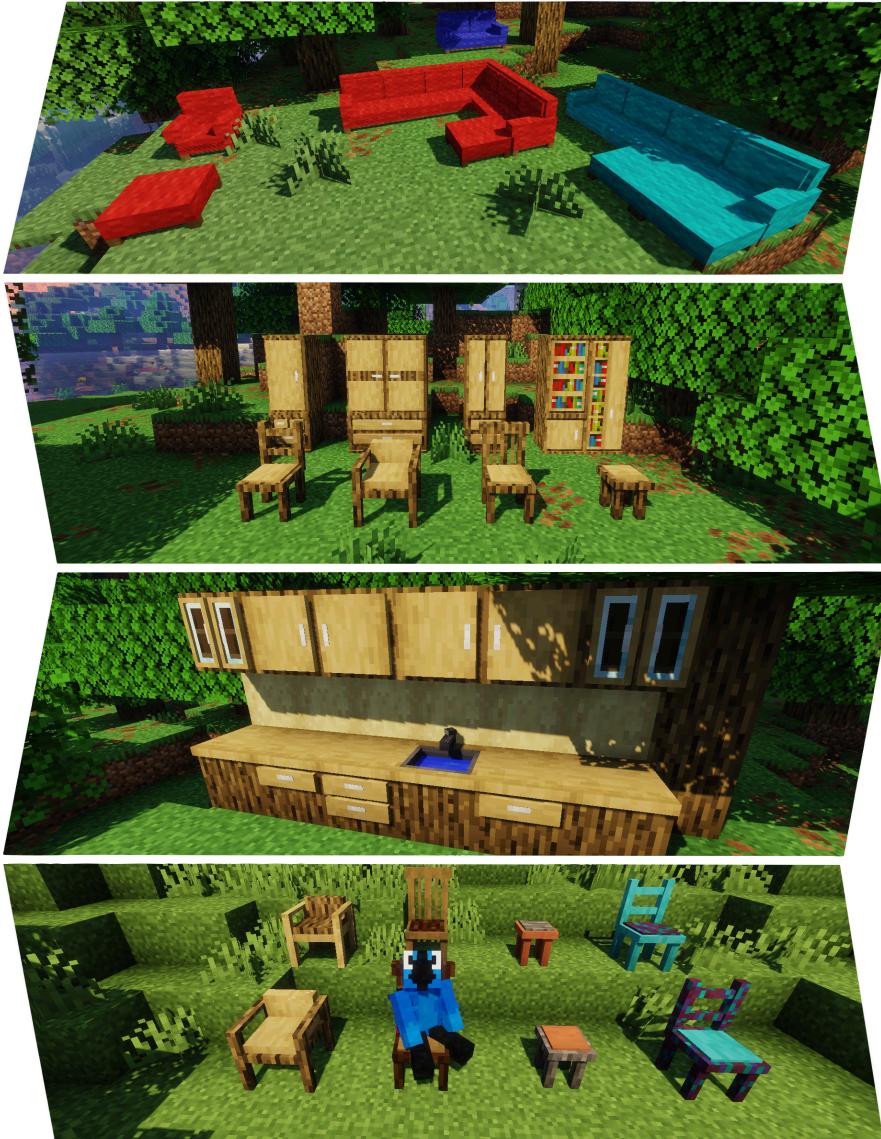
Mod Link(s)

[Macaw's Fences and Walls](#)

Mod 27: Macaw's Furniture

Adds new furniture such as wardrobes, drawers, chairs, desks, tables, couches, sink, and more!

Check JEI in game for recipes



Mod Link(s)

[Macaw's Furniture](#)

Mod 28: Macaw's Holidays

Adds Christmas & Halloween decorations such as Christmas trees, lights, and more!

Check JEI in game for recipes



Mod Link(s)

[Macaw's Holidays](#)

Mod 29: Macaw's Lights and Lamps

Adds vanillas styled lamps, torches, street lamps, and more!

Check JEI in game for recipes



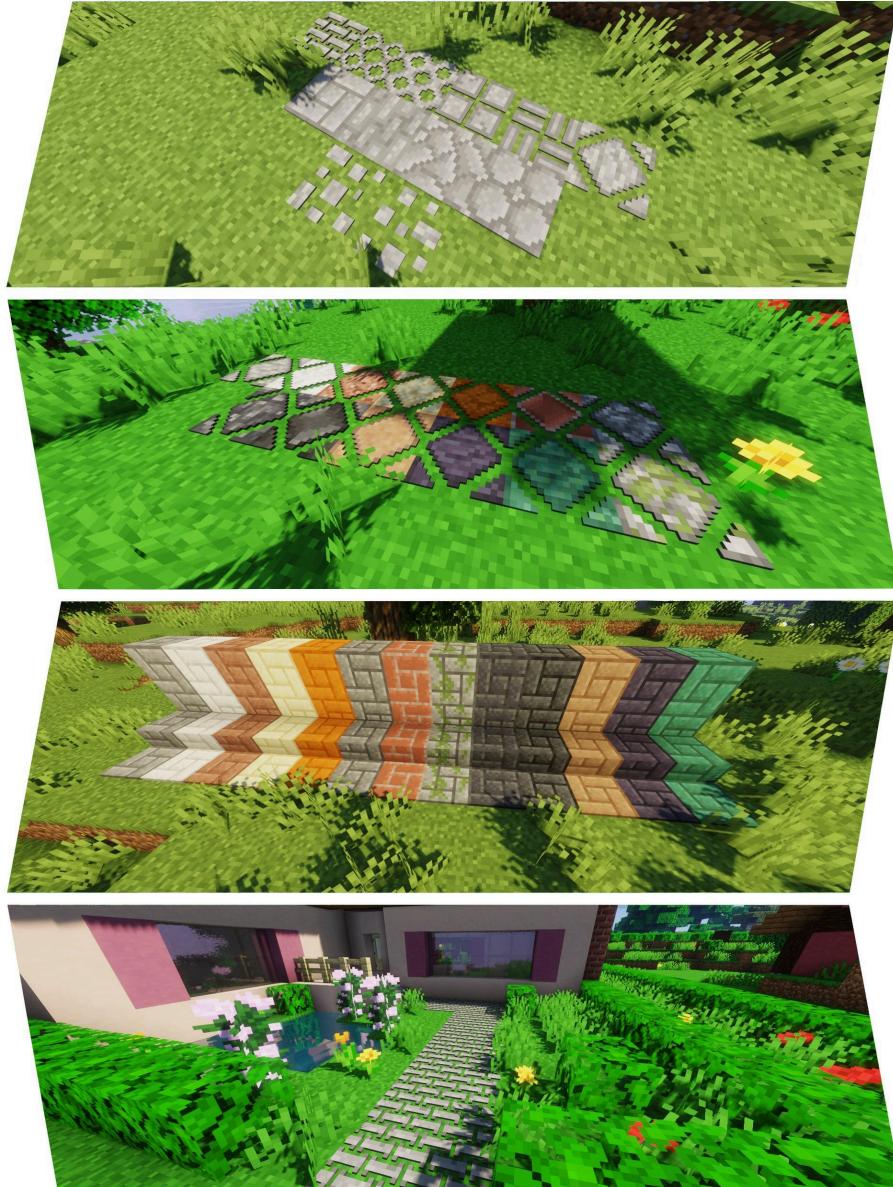
Mod Link(s)

[Macaw's Lights and Lamps](#)

Mod 30: Macaw's Paths and Pavings

Adds new vanilla styled paths and pavings!

Check JEI in game for recipes



Mod Link(s)

[Macaw's Paths and Pavings](#)

Mod 31: Macaw's Stairs

Adds new vanilla styled stairs, handrails for stairs, and balconies!

Check JEI in game for recipes



Mod Link(s)

[Macaw's Stairs](#)

Mod 32: Macaw's Windows

Adds lots of windows, mosaic glass, blinds, shutters, curtains and more!

Check JEI in game for recipes



Mod Link(s)

[Macaw's Windows](#)

Mod 33: Magic Vibe Decorations

Decorations and crystals with magical aesthetics. Some crystals provide protective abilities.

FULL GUIDE: [PDF](#) [WIKI](#) [word.pdf](#)



Three Legendary crystals from End, Nether and Overworld dimensions, each with a special ability to protect your base from hostile mobs!

Crystal shapes obtained from legendary crystals share the same protective abilities.

**Tip: Place more crystals around your base to strengthen the effect.*

Mod Link(s)

[Magic Vibe Decorations](#)

Mod 34: Measurements

Allows measuring distance between positions using a tape measure

After obtaining the **Tape Measure** you can start measuring by **right-clicking** on a block once.

Then moving to the second position and **right-clicking** the block on that position.

If you want to get rid of the measurements you **shift-right click** (crouch + right click) the ground.



Mod Link(s)

[Measurements](#)

Mod 35: Mighty Mail

Mighty Mail is a simple mailing system. In this mod, you'll find a **post box** and **mailboxes** available in every wood type.

A **post box** allows you to send **mail** to other players on your server.

You can add items and an optional message to send to any mailbox placed in the world.

It also works across dimensions.

When you receive mail, your mailbox will appear with a little red flag.



Mod Link(s)

[Mighty Mail](#)

Mod 36: Mindful Darkness

Mindful Darkness adds a fully automatic dark mode to your game! Darkens all guis without any texture changes required. Can be quickly turned on and off directly in-game.



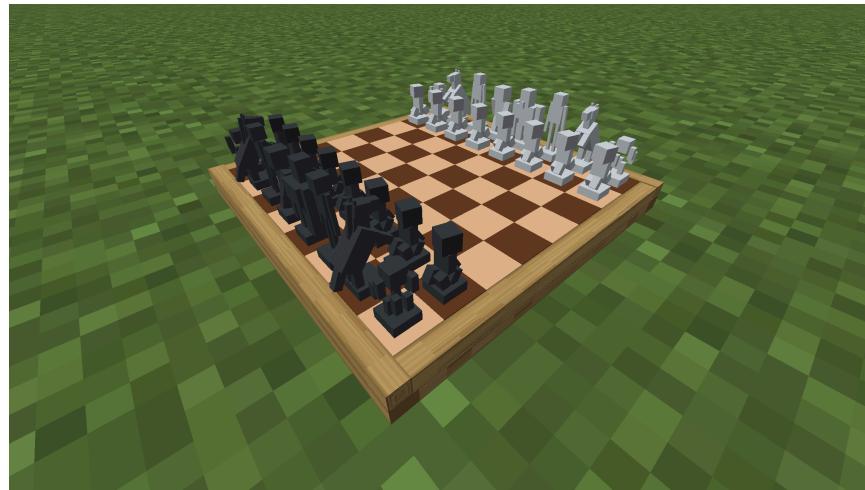
Mod Link(s)

[Mindful Darkness](#)

Mod 37: Mine Chess

Adds playable chess to the game

To make a move, you need to **click** on the **figure**, and then on the **field** you want to move to. The mod provides for a double move of the pawn, castling and capture en passant.



Mod Link(s)

[Mine Chess](#)

Mod 38: Mob Lassos

Mob Lassos adds some neat utilities when moving mobs: Now you can simply craft a **lasso** to transport most mobs elsewhere in your inventory! No **leads** or **animal food** required!

- ▶ The **golden lasso** can capture **all land** animals.
- ▶ The **aquatic lasso** can capture **all water** animals.
- ▶ The **diamond lasso** can capture **all animals** and **does not have a timer**.
- ▶ The **emerald lasso** can only capture **villagers**, but not every villager wants to be captured! Make sure they accept a **contract** first, but not every villager will.
- ▶ A **hostile lasso** can capture **hostile mobs**, but there is a catch! Any capture monster must be **below 50% health** and will continuously **bite** you while carrying the lasso. Be careful!
- ▶ Rename the captured mob by applying a new name to the **lasso** in an **anvil**.
- ▶ Enchanting a lasso with the **holding** enchantment for the duration to last longer.

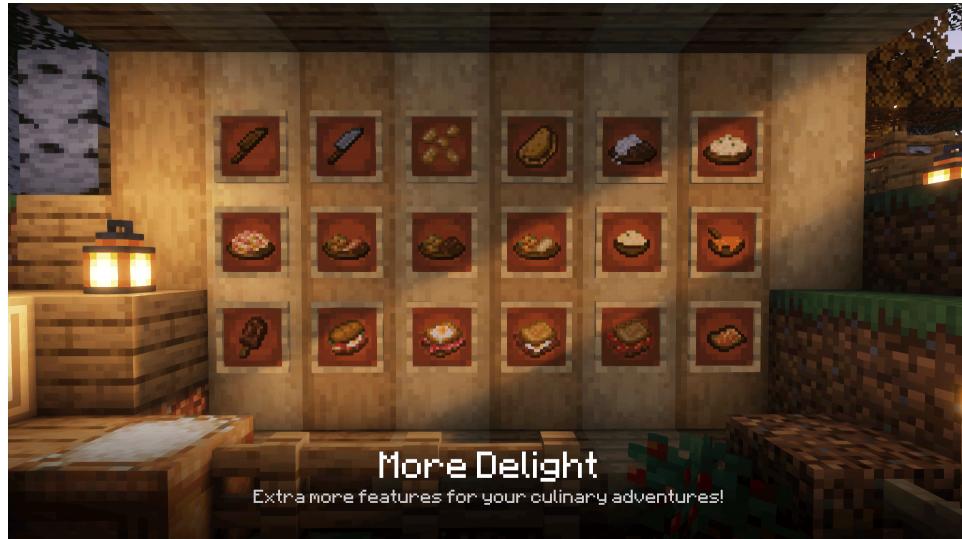


Mod Link(s)

[Mob Lassos](#)

Mod 39: More Delight

Extra meals and more features for Farmer's Delight



Mod Link(s)

[More Delight](#)

Mod 40: MrCrayfish's Furniture Mod

Adds over 440+ functional and cosmetic blocks to decorate your house!

- Brand new electricity system to deliver power to appliances and other electronics.
Includes electricity generators, lightswitches, lights, and much more!
- A fully functional computer block that has fun and useful apps.

Check JEI in game for recipes



Mod Link(s)

[MrCrayfish's Furniture Mod](#)

Mod 41: My Totem Doll

Your Totem Doll — Client-Side Fabric Mod which replaces all totems with player dolls.

Rename your totem to a player's nickname to use their skin.



Mod Link(s)

[My Totem Doll](#)

Mod 42: Peek

Provides additional information about items and blocks when hovering over them



Mod Link(s)

[Peek](#)

Mod 43: Plushables

Plushables adds over 45 new plushies that you can craft and display wherever you like.

Finding any type of flower, gold nugget or bottle of honey will unlock the **Heart of Gold** recipe.

Every plushable is crafted shapelessly from **one** wool block (of any colour), **one** heart of gold, and **one** other thematic item.

Every recipe is unlocked in your recipe book once you craft your first **Heart of Gold**.



Mod Link(s)

[Plushables](#)

Mod 44: Promenade

Adds new biomes, animals, monsters, structures, and more

- **5 new biomes**
- **2 new animals and 2 new monsters**
- **1 new structure**
- **A ton of new blocks and items**
- And more...

Wiki: <https://moddedmc.wiki/en/project/promenade/latest/content>



Mod Link(s)

[Promenade](#)

Mod 45: PTS-Deco

🛋 Luxurious Furniture

Choose from a wide range of sofas, armchairs, tables, and shelves – all crafted with stunning attention to detail.

🌴 Outdoor Living

Design breathtaking gardens and patios with infinity pools, fire pits, umbrellas, and lounge chairs – perfect for your modern villa or urban retreat.

🎨 Stylish Decorations

Add character to your interiors with golden statues, glass chandeliers, bonsai trees, carpets, and more. Every item is created to elevate your space.



Mod Link(s)

[PTS-Deco](#)

Mod 46: Scribble

Scribble is a mod to make your book-editing adventures easier! It adds buttons to easily format the text, change colors, underline any important words and more!



- **Insert or remove pages at any point**, using the extra buttons below the page! No more shuffling around with copy-pasting pages.
- **Save your books to your hard drive**, so the contents can always be recovered. You can use this to copy over the contents from one book to another too!
- **Center the book GUI!** If you're annoyed with the default placement of the book GUI, right at the top of the screen, Scribble can fix it for you!
- **Edit books with existing color codes easily!** Scribble will seamlessly take over the color codes that are already there, and allow you to edit them!
- **Don't lose your progress!** Before closing without saving, you will be asked if you're sure!
- **Undo or redo any action!** Oops, accidentally deleted something? Don't worry, it's just a single Ctrl-Z away!

Mod Link(s)

[Scribble](#)

Mod 47: Signpost



Getting started: Just craft a normal vanilla sign. All recipes will be added to your recipe book.

How to use:

- [Waystones](#)
- [Sign Posts](#)
- [Commands](#)
- [World Generation](#)
- [Config](#)



Mod Link(s)

[Signpost](#)

Mod 48: Simple Voice Chat

A proximity voice chat mod. Set up your settings in game for push-to-talk or open mic with mute

You can open the voice chat GUI by pressing the **V** key. This allows you to open the settings, group chats, mute yourself, disable the voice chat, start/stop a recording and hide all icons.



Mod Link(s)

[Simple Voice Chat](#)

Mod 49: Skin Shuffle

SkinShuffle allows you to **change, store and customize** your skin in-game. It also allows you to change your skin **without leaving the server**.



Mod Link(s)

[Skin Shuffle](#)

Mod 50: Snuffles

Adds **Snuffles**, a new mob, to snowy biomes



Slimeballs can be used on them to cycle through 4 hairstyles.



Mod Link(s)

[Snuffles](#)

Mod 51: Storage Delight

Features

- Drawers
- Drawers with Doors
- Drawers with Books
- Small Drawers
- Bookshelves with Doors
- Glass Cabinets
- Cabinets with Glass Doors
- Single Door Cabinets



Mod Link(s)

[Storage Delight](#)

Mod 52: Tiny Mob Farm

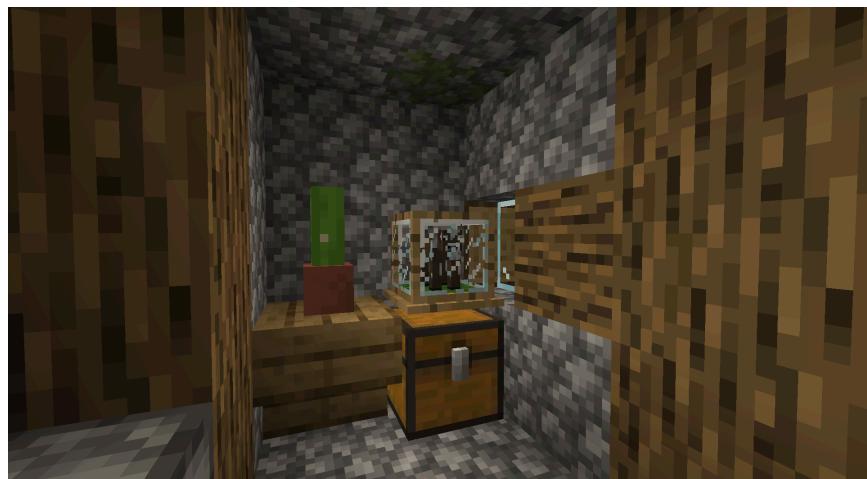
Adds single-block sized mob farms to make mob farms neater and less laggy

Different tiers of mob farms have different speeds; the **Wooden Mob Farm** is the **lowest tier** and the **slowest**, then the Stone Mob Farm, etc.

Instructions:

The player needs to capture a mob with the **lasso** and insert it into a **mob farm**. The mob farm will start to generate loot from the given mob. Outputs are pushed to adjacent chests.

Check JEI in game for recipes



Mod Link(s)

[Tiny Mob Farm](#)

Mod 53: TrashSlot

This mod adds a trash slot to your inventory allowing you to quickly and safely get rid of unwanted items.

The trash slot keeps the **last** deleted item stored to allow you to take your trash back out. It can be dragged around and enabled or disabled in nearly every screen.



Features

- Trash Slot to delete items by dropping them into it
- Untrashing of the last trash item in case of mistakes by taking it out the trash slot again
- Configurable trash slot position by simply dragging it around with the mouse cursor
- **Delete** key to delete item at mouse cursor
- **Shift+Delete** key to delete all items of same type as the one at mouse cursor

Mod Link(s)

[TrashSlot](#)

Mod 54: Traveler's Backpack

Unique and upgradeable backpacks with customization

How to use:

- Can be accessed by holding it in the **Main hand** and **right-clicking**
- Equippable on the back by clicking the "**Equip**" button in the backpack GUI, located on the **right** side just above the player's inventory slots
- Can be accessed when equipped by pressing a key (by default **B**)
- Accessories compatibility makes the backpack equippable by placing it in the "Back" slot
- Can be placed in the world as a block, making its storage accessible via hoppers/pipes

Tier Upgrades

- Offers 5 tiers: Leather, Iron, Gold, Diamond, Netherite
- Each of tiers adds more storage, upgrade slots, and tool slots (Configurable for each tier)
- Upgrading is done at a **Smithing Table**: Leather + Backpack + Tier Upgrade Item



Mod Link(s)

[Traveler's Backpack](#)

Mod 55: Universal Graves

Adds a grave/death chest



Mod Link(s)

[Universal Graves](#)

Mod 56: Waystones

This mod adds waystone blocks that the player can return to once they've been activated, either through a **Warp Scroll**, a rechargeable **Warp Stone**, or by using an existing **waystone** to hop from one to the other.

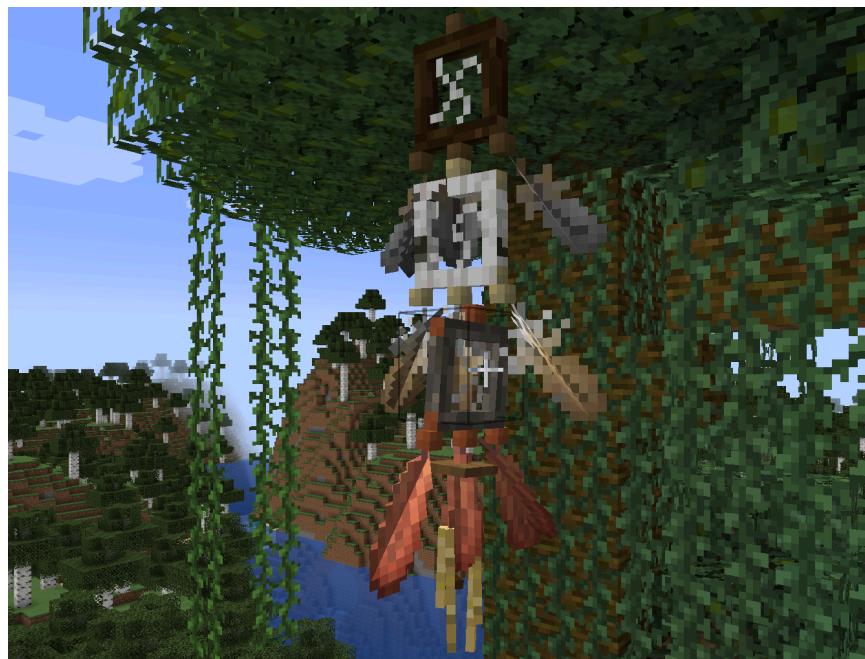


Mod Link(s)

[Waystones](#)

Mod 57: WindChime

Adds wind chimes that sway in the wind as well as dreamcatchers which give boosts for sleep



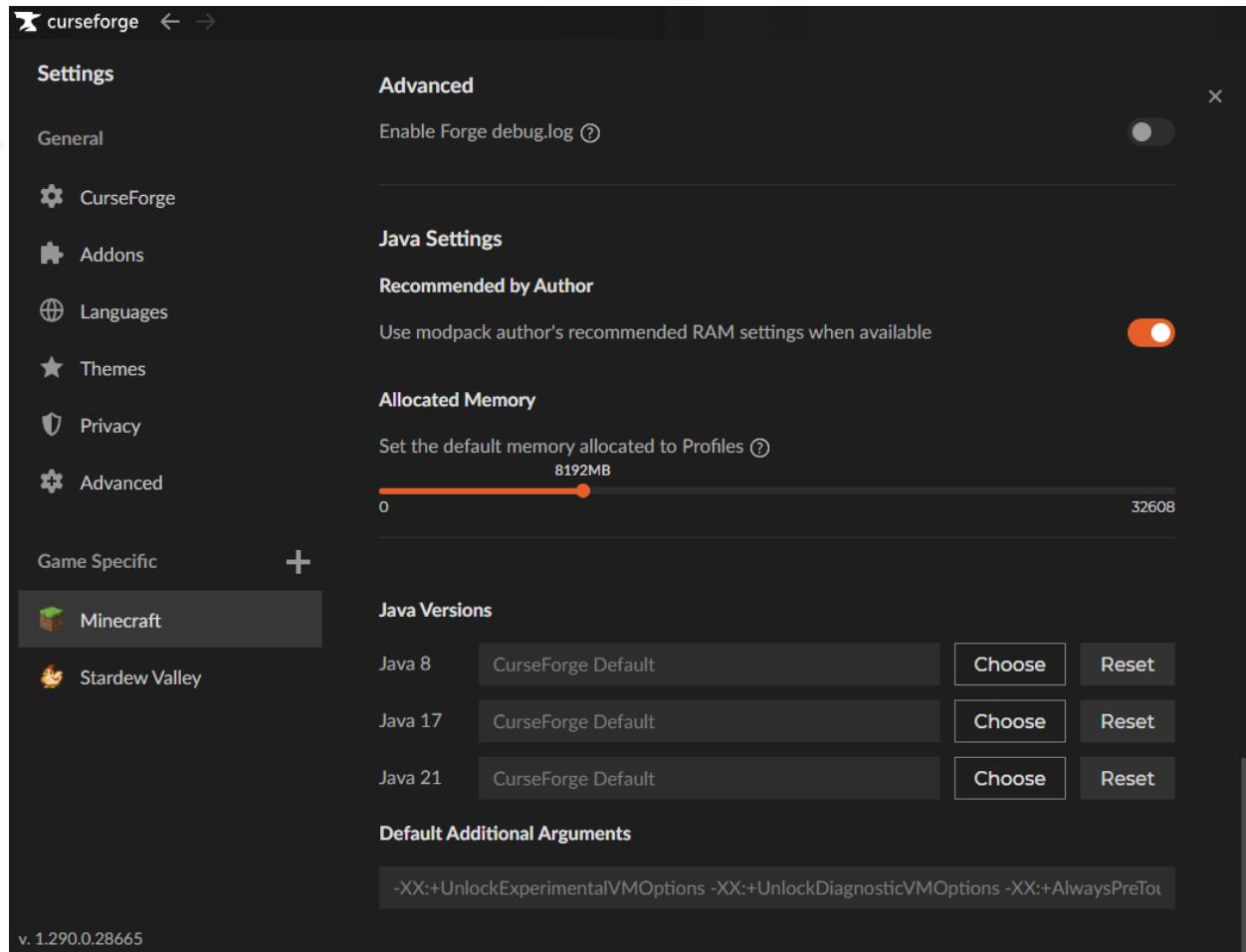
Mod Link(s)

[WindChime](#)

Appendix

Performance Tips

1. Go to **settings** in the **CurseForge** app and go to the Minecraft section and scroll down:



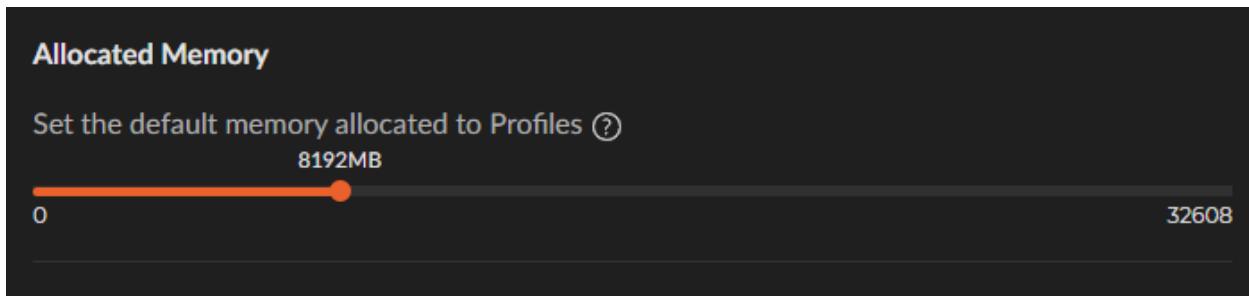
2. Check the “Use modpack author’s recommended RAM settings when available” setting

Recommended by Author

Use modpack author's recommended RAM settings when available



- Set allocated RAM based on how much RAM you have:



How much RAM you have:

32GB+

16GB

8GB (buy more ram lil bro...)

How much to set:

8192MB

6144MB

4096MB

- Copy and paste this command into the “Default Additional Arguments” section:

```
-XX:+UnlockExperimentalVMOptions -XX:+UnlockDiagnosticVMOptions -XX:+AlwaysPreTouch  
-XX:+DisableExplicitGC -XX:+UseNUMA -XX:NmethodSweepActivity=1  
-XX:ReservedCodeCacheSize=400M -XX:NonNMethodCodeHeapSize=12M  
-XX:ProfiledCodeHeapSize=194M -XX:NonProfiledCodeHeapSize=194M  
-XX:-DontCompileHugeMethods -XX:MaxNodeLimit=240000 -XX:NodeLimitFudgeFactor=8000  
-XX:+UseVectorCmov -XX:+PerfDisableSharedMem -XX:+UseFastUnorderedTimeStamps  
-XX:+UseCriticalJavaThreadPriority -XX:ThreadPriorityPolicy=1 -XX:AllocatePrefetchStyle=3  
-XX:+UseG1GC -XX:MaxGCPauseMillis=37 -XX:+PerfDisableSharedMem  
-XX:G1HeapRegionSize=16M -XX:G1NewSizePercent=23 -XX:G1ReservePercent=20  
-XX:SurvivorRatio=32 -XX:G1MixedGCCountTarget=3 -XX:G1HeapWastePercent=20  
-XX:InitiatingHeapOccupancyPercent=10 -XX:G1RSetUpdatingPauseTimePercent=0  
-XX:MaxTenuringThreshold=1 -XX:G1SATBBufferEnqueueingThresholdPercent=30  
-XX:G1ConcMarkStepDurationMillis=5.0 -XX:G1ConcRSHotCardLimit=16  
-XX:G1ConcRefinementServiceIntervalMillis=150 -XX:GCTimeRatio=99 -XX:+UseLargePages  
-XX:LargePageSizeInBytes=2m -Djava.net.preferIPv4Stack=true
```

Default Additional Arguments

```
-XX:+UnlockExperimentalVMOptions -XX:+UnlockDiagnosticVMOptions -XX:+AlwaysPreTo
```