



FUN SURVIVAL THE ULTIMATE MOD ENCYCLOPEDIA

Crafting • creatures • equipment • locations • structures • progression

YOUR EXACT WORLD

Minecraft Java **26.3** • Fabric • 32 mods confirmed in the last full screenshot • Your house is built • Obsidian armor acquired. This guide is tailored for playing with your brothers.

Inside: every confirmed mod gets its own entry; a Farmer's Delight food recipe book; creature lists; biome and loot finder; weapon categories; equipment and workstations; and a next-step quest plan.

A NOTE ABOUT RECIPE ACCURACY

Recipe ingredients and mechanics are drawn from project pages and relevant guides. Some mods have hundreds of recipes, and their exact grids can change between builds or be overridden by another mod. Where an exact 3×3 grid has not been verified for your installed JAR, this book gives the ingredient list or recipe family and explicitly points you to the in-game recipe book / EMI / JEI for the exact placement. It does not invent precise grids.

Edition 1 • 22 October 2026 • Snapshot of installed mods from your screenshot (21 October) • Clickable project references

How to use this book

Find anything quickly: use the PDF search function to look up a mob, item, tool, biome, or structure. Each major mod has a separate chapter. Sources and mod pages are linked in blue.

Recipe shorthand: “+” separates ingredients. A quantity like “2 apples” means two items. Ingredients marked as “or” allow substitutions. “Pot + Bowl” means you must put ingredients in the Cooking Pot and supply a bowl to collect the dish.

Best way to see exact grids: in a normal Crafting Table, use the built-in Recipe Book where supported. Farmer's Delight Cooking Pot has its own recipe book. For custom equipment, install a Fabric 26.3 recipe viewer such as EMI or JEI in the client if compatible. Your Knife/Dagger conflict may require a recipe selection resolver (Polymorph+ was discussed but not confirmed installed).

WHAT IS AND IS NOT CONFIRMED

The following chapters cover the exact 32 mods in your last full screenshot. Chunky was subsequently used. Nemo's Night Progression, Spark, Polymorph+, and some server-only mods were discussed afterward but have not been confirmed as installed, so they appear only in the optional appendix.

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The complete 32-mod inventory

MOD	CATEGORY
Advancements+	Quest goals
AppleSkin	Client food HUD
Fabric API	Library
Farmer's Delight Refabricated	Food & farming
FerriteCore	Performance
Forest Ruins	Structures
Friends & Foes	Creatures
JamLib	Library
Keeg's Weapons	Weapons
Keep Inventory Orbs	Death recovery
Lithium	Performance
LivingThings	Animals & bosses
Lootr	Shared expeditions
Moog's Structure Lib	Library
Moog's Voyager Structures	Structures
More Villagers Re-employed	Trades & jobs
Moving Elevators	Building travel
Naturalist	Wildlife
Packed Up	Backpacks
ResourcefulLib	Library
RightClickHarvest	Farming utility
Roguelike Dungeons	Dungeons
Server-Side Waystones	Travel
Structory	Structures
SuperMartijn642 Config Lib	Library
SuperMartijn642 Core Lib	Library
Tools of Obsidian	Gear
Variants & Ventures	Hostile mobs

MOD	CATEGORY
Villager API	Library
Weapons Expanded	Weapons
Xaero's Minimap	Client map
Xaero's World Map	Client map

32 MODS, BUT NOT 32 NEW GAMEPLAY SYSTEMS

Seven are supporting libraries, two are performance optimizers, and a few are client or quality-of-life features. The bulk of new content comes from cooking, mobs, structures, equipment, villagers, and travel.

Farmer's Delight

TYPE: CRAFTING • COOKING • CROPS • BUILDING

This is the deepest crafting-and-food system in your pack. It adds a knife, cutting board, skillet, cooking pot, stove, cabinets, crates, new crops, new ingredients, and dozens of meals. Your first goal: a kitchen and a sustainable crop garden.

Source: [Project documentation](#)

A. The important workstations

STATION / TOOL	INGREDIENTS / RECIPE FAMILY	HOW TO USE
Cutting Board	4 planks + 2 sticks (source recipe index)	Place ingredient on board, then use a Farmer's Delight knife on it to get cuts or slices.
Knife	Most material tiers: blade material + stick (pattern depends on tier)	Prep meats and vegetables; some crop harvesting grants Straw. This is not Keeg's dagger.
Skillet	Iron ingots + brick (consult exact pattern)	Hold food in off-hand near heat, or sneak-place skillet on heat and feed it raw food.
Cooking Pot	5 iron ingots + 2 bricks + wooden shovel (source index)	Place over active heat; load ingredients and put Bowl / Bottle / Pumpkin into serving slot.
Stove	3 iron ingots + 4 bricks + campfire (source index)	Permanent cooker and decorative kitchen heat source.
Organic Compost → Rich Soil	Organic compost recipe uses mixed organic material; let compost transform into Rich Soil	Rich Soil improves crop growing; use under your farm.

RECIPE CONFLICT FIX

A Farmer's Delight Knife and another mod's Dagger can have identical ingredient layouts. If the result is the wrong item, use a compatible recipe selection mod or change one recipe with a datapack. Do not remove your food mod to fix this.

B. Crop and ingredient hunting map

CROP / DROP	WHERE TO LOOK	HOW TO FARM
Tomatoes	Wild tomato plants in hot / dry biomes; especially Savanna	Take tomatoes/seeds home; grow crop on farmland.
Onions	Wild onions in temperate areas such as Plains and Forests	Plant onion items on farmland.
Cabbage	Wild cabbage in coastal / beach areas	Collect cabbage seeds; plant and harvest cabbage.
Rice	Wild rice in wet waterlogged biomes, especially Swamps	Rice grows using water-adjacent or shallow-water setup; follow rice crop instructions.
Wild potatoes / carrots	Cold / temperate wild crop patches	Use normal vanilla plant farming.
Straw	Harvest certain grassy crops using a Farmer's Delight knife	Useful in rope and other craft families.
Wild mushroom colonies	Dark or damp locations / mushroom setups	Use in soups and colony farming.

C. Food crafting: actual cooking-pot recipes

These ingredient combinations are condensed from the Farmer's Delight recipe references. Unless noted, use a **Cooking Pot + Bowl** above active heat. Some ingredients accept equivalent cuts or substitutions; check the pot recipe book for the full tags and exact counts.

DISH	INGREDIENTS	SERVING
Beef Stew	Raw beef + carrot + potato	Comfort food
Chicken Soup	Raw chicken + carrot + cabbage + additional vegetable	Soup
Vegetable Soup	Carrot + potato + beetroot + cabbage	Vegetarian
Fish Stew	Raw fish + tomato sauce + onion	Seafood
Pumpkin Soup	Pumpkin slice + cabbage + raw pork + milk	Filling soup
Baked Cod Stew	Raw cod + potato + egg + tomato	Seafood
Noodle Soup	Raw pasta + egg + dried kelp + raw pork	Pasta
Onion Soup	Onion + bread + milk	Simple soup
Bone Broth	Bone + mushroom or other accepted flavor ingredient	Broth
Mushroom Stew	Brown mushroom + red mushroom	Vanilla food via pot
Beetroot Soup	Beetroot (pot recipe uses fewer than vanilla)	Vanilla food via pot
Rabbit Stew	Rabbit + potato + carrot + mushroom	Vanilla food via pot
Cooked Rice	Rice	Rice base
Fried Rice	Rice + egg + carrot + onion	Hearty rice

DISH	INGREDIENTS	SERVING
Mushroom Rice	Brown mushroom + red mushroom + rice + potato / carrot	Hearty rice
Pasta with Meatballs	Minced beef + raw pasta + tomato sauce	Pasta
Pasta with Mutton Chop	Raw mutton / mutton chops + raw pasta + tomato sauce	Pasta
Squid Ink Pasta	Raw fish + raw pasta + tomato + ink sac	Pasta
Vegetable Noodles	Carrot + mushroom + pasta + cabbage + onion / tomato	Pasta
Ratatouille	Tomato + onion + beetroot + extra vegetable	Vegetarian
Cabbage Rolls	Cabbage + raw meat/fish + vegetable	No bowl
Dumplings	Wheat dough + cabbage + onion + raw meat	No bowl
Hot Cocoa	Milk + sugar + cocoa beans	Glass bottle
Apple Cider	2 apples + sugar	Glass bottle
Glow Berry Custard	Glow berries + milk + egg + sugar	Glass bottle
Tomato Sauce	Tomato	Bowl
Stuffed Pumpkin	Rice + onion + mushroom + potato + berries + vegetable	Whole pumpkin
Dog Food	Rotten flesh + bone meal + meat + rice	Bowl

D. Other foods worth making

CRAFTING TABLE / OTHER	MAIN COMPONENTS	NOTE
Bacon Sandwich	Bread + cooked bacon + cabbage / leaf + tomato	Portable meal
Hamburger	Bread + beef patty + vegetables	Good expedition food
Apple Pie	Wheat + apple + sugar + pie crust	Pie dish
Chicken Sandwich	Bread + cooked chicken cuts + vegetable	Portable meal
Bacon and Eggs	Cooked bacon + fried egg	Breakfast
Roast Chicken feast	Multi-ingredient feast recipe; see recipe book	Serves multiple people
Shepherd's Pie feast	Meat/potato based feast; see recipe book	Serves multiple people
Stuffed Pumpkin feast	Cooking Pot + filled pumpkin	Serves multiple people

E. How to build your first kitchen

- Collect iron, bricks, wood and an iron blade material.
- Craft Cutting Board, Stove / Campfire, Cooking Pot and Skillet.
- Search Savanna for tomatoes, Forest/Plains for onions, Beach for cabbage, Swamp for rice.
- Cut meats into portions on board. Put a heat source below your pot.

- Make Tomato Sauce, Beef Stew and Fried Rice as your first three dishes.
- Reserve a pantry chest or cabinet for ingredients, bowls and bottles.

Source: [Cooking recipe guide](#)

Source: [Recipe crafting index](#)

LivingThings

TYPE: 20 CREATURES • PETS • NETHER ENCOUNTERS

Adds twenty named creatures with a vanilla-inspired style, including wildlife, exotic ocean life and fantasy enemies. Some species overlap Naturalist; they are separate entity types.

Source: [Project documentation](#)

Complete 20-creature field checklist

CREATURE	LOOK FOR	WHY IT MATTERS
Elephant	Savanna	Large rideable terrestrial wildlife
Giraffe	Savanna	Tall peaceful land animal
Lion	Savanna	Predator; approach carefully
Ostrich	Savanna	Fast mount; egg/nest breeding
Monkey	Jungle/trees	May use bananas; arboreal
Koala	Wooded locations	Tree-dwelling wildlife
Peacock	Forests / open wooded land	Feather source
Owl	Woodlands	Nocturnal bird
Raccoon	Forest	Small scavenger
Snail	Damp forests / grass	Slimeball opportunity
Shroomie	Mushroom biome	Mushroom-themed creature
Shark	Ocean	Hostile aquatic; shark tooth
Mantaray	Ocean	Large flat aquatic creature
Seahorse	Ocean	Capture with Seahorse Bucket
Crab	Coastal / beach	Crab shells
Flamingo	Wetlands / warm shores	Wading bird
Penguin	Cold coastal climates	Polar/coastal wildlife
Baby Enderdragon	End / special player action	Special pet tied to Dragon Egg on purpur pillar
Nether Knight	Nether fortresses	Dangerous Nether enemy, Wither strike
Ancient Blaze	Special summoned Nether boss	Boss; Ancient Helmet drop

Important items and encounters

ITEM	HOW TO GET	WHAT TO DO
LivingThings Lexicon	Craft via modded recipe (consult in-game recipe viewer)	In-game creature and material reference
Banana	Find through mod's jungle/plant systems	Use with some wildlife such as monkeys
Crab Shell	Crabs	Keep for crafting
Shark Tooth	Sharks	Keep for equipment/other recipes
Seahorse Bucket	Interact with seahorse using bucket-like capture	Transport seahorse
Ancient Helmet	Ancient Blaze encounter	Provides fire-protective benefit

HIGH-PRIORITY CHALLENGE

Build a safe Nether portal room, locate a Nether fortress, prepare fire protection, and seek a Nether Knight. Save Ancient Blaze for a well-equipped boss trip with your brothers.

Source: [LivingThings detailed biome guide](#)

Naturalist

TYPE: WILDLIFE • BEHAVIORS • CAPTURE NETS

Your Naturalist 2.0.6 26.3 build belongs to a mod family that now advertises 47 animals and many variants. Below is an extensive biome field checklist of documented types; it is **not** a claim that every one of the 47 has been individually verified against your local JAR.

Source: [Project documentation](#)

Wildlife spotting by location

BIOME GROUP	DOCUMENTED ANIMALS / TYPES	NOTES
Forests / taiga / groves	Brown Bear, Black Bear, Deer, Boar, Mole, Snail, Turkey, Robin / forest birds	Bear cubs can be tamed; adult bears can attack at night.
Dappled Forest (26.3)	Black Bear, Boar, Deer, Firefly, Mole, Snail, Turkey	Explicitly added to this biome in your version.
Jungle / hot woodland	Tiger, Ant (anthill), Butterflies, Caterpillars, birds	Watch tiger behavior; anthills contain ants.
Savanna / plains	Zebra, Elephant, Giraffe, Lion, Rhino, Ant, Boar	Zebras can be saddled in 2.0.6.
Desert / badlands	Leopard (tiger variant), Rattlesnake, vultures	Predators / venom hazards.
Wetlands / waterways	Alligator, Hippo, Duck, Dragonfly, Catfish, Bass	Be careful near predators.
Coasts / oceans	Anglerfish, Ray, Starfish, Whale, Jellyfish, Blobfish, Piranha / other fish	Anglerfish in deeper oceans; ray/starfish ocean areas.
Cold / snowy	Selected birds, cold-biome wildlife	Look for naturally matching species.

Creature families and subtypes worth collecting

FAMILY	EXAMPLES / VARIANTS	INTERACTION
Large predators	Tiger, Leopard variant, Black Panther variant, Lion, Bears, Alligator	Observe rather than attack without preparation.
Rideable / large wildlife	Zebra, Elephant, Giraffe, Rhino, Hippo	Try controlled pens; mount mechanics are species-specific.
Farm / forest wildlife	Deer, Boar, Turkey, Duck, Tortoise, Snail	Collect drops and breed only species that support it.
Insects	Ant, Butterfly, Caterpillar, Dragonfly, Firefly	Capture Net works for several tiny types.
Small birds	Bluejay, Canary, Cardinal, Robin, Finch, Sparrow, Vulture	Decorate a wildlife reserve.
Aquatic	Anglerfish, Ray, Starfish, Whale, Bass, Catfish, Jellyfish	Many smaller water mobs can be moved by bucket.

Important tools and animal products

THING	WHERE / HOW	USE
Capture Net	Craft from mod recipe; verify pattern	Catch some small animals and insects without killing them.
Ant Hill + Queen Ant	Natural anthills in jungle/savanna	Ants gather dropped food; queen can found a colony.
Fur	Shear sleeping bear or collect appropriate drops	Decorative / utility crafts depending on build.
Antler	Deer	Item/material for modded recipes.
Snail Shell	Snails	Collectible / craft ingredient.
Shellstone / Froglass	Naturalist recipes/materials	Decorative building families.
Zebra Saddle	Standard saddle, Naturalist 2.0.6	Ride zebra like a horse-type mount.

DUPLICATE ANIMALS WITH LIVINGTHINGS

Elephants, giraffes, lions, snails, and other overlapping animals are separate mobs per mod, not mutually exclusive. Different species may occupy similar spawn slots. If your world feels overpopulated, adjust their spawn configurations rather than deleting one mod mid-world.

Source: [Naturalist 2.0.6 notes](#)

Source: [Naturalist 2.0 feature notes](#)

Friends & Foes

TYPE: MOB VOTE CREATURES • SPECIAL ITEMS • EXPLORATION

Expands forgotten and rejected Mob Vote ideas into Minecraft-like encounters. Some are placed, some are found naturally, and others guard unique structures.

Source: [Project documentation](#)

Creature atlas

MOB	WHERE / HOW TO FIND	SPECIAL USE
Crab	Beaches and Mangrove Swamps	Claw; potion of Reaching. Breed with kelp.
Tuff Golem	Build with tuff, wool, pumpkin	Holds and displays an item; honeycomb may keep it still.
Rascal	Underground mineshafts / caves	Hide-and-seek encounter; find it three times for reward.
Copper Golem	Build using copper block, pumpkin, lightning rod	Presses copper buttons; oxidizes over time.
Glare	Lush caves	Highlights unsafe darkness; glow berries for taming.
Iceologer	Snowy woods / special spruce cabin	Dangerous ice attacks; freezing-themed loot.
Moobloom	Flower forests	Flower trail; interacts with bees.
Wildfire	Nether citadel-style structure	Nether miniboss; Wildfire Crown fragments.
Illusioner	Special encounters; varies by world settings	Illusion-themed illager encounter.
Zombie Horse	Rare special encounter / spawning rule	Undead mount.
Mauler / Great Hunger	Savannas, badlands, deserts (version-dependent feature)	Consumes enchantment-related experience.

Useful built recipes and mechanics

CRAFT / OBJECT	REQUIREMENTS	RESULT
Copper Golem	Copper block + pumpkin + lightning rod, built in-world	Autonomous copper-button presser.
Tuff Golem	Tuff + wool + pumpkin, built in-world	Walking display stand.
Glare Companion	Find lush cave Glare; feed glow berries	Darkness awareness companion.
Reaching Potion	Acquire Crab Claw, use mod brewing instructions	Longer interaction reach.

Source: [Official mob encyclopedia](#)

Variants & Ventures

TYPE: BIOME HOSTILES • DUNGEON SPAWNERS

Adds alternate monsters adapted to biomes. No new crafting station is necessary to enjoy it; the point is more variety and danger during exploration.

Source: [Project documentation](#)

Where to expect encounters

LOCATION	TYPE OF CHANGE	PREPARATION
Cold / snowy biomes	Gelid: frozen-zombie-style enemy causing freezing effects	Warm supplies and ranged attack.
Biome-specific caves	Other themed variants of ordinary hostile mobs	Torch and shield; expect different behavior.
Dungeon spawners	Variant spawners can appear in dungeon structures	Destroy or control spawner safely.
Trial chambers	Selected variant trial-spawner encounters	Bring armor and space to kite.

For an exact inventory of your version's variant names and their biome tags, use the linked author wiki. The set evolves between versions; listing unverified variants as guaranteed spawns would be misleading.

Source: [Variants & Ventures author wiki](#)

Keeg's Weapons

TYPE: FOUR WEAPON FAMILIES • ENCHANTMENTS • LEGENDARY FORGES

Adds four ordinary melee archetypes plus four unique legendary versions. This is an ideal next objective now that your Obsidian Armor is already strong.

Source: [Project documentation](#)

Basic weapon types

WEAPON	FIGHTING STYLE	WHY CHOOSE IT
Dagger	Light, fast; lower base damage	Quick hits; distinct from Farmer's Delight kitchen knife.
Katana	Sword-level damage, faster when off-hand empty	Agile play; potential dash enchantment.
Scythe	Between sword and axe	Sustain / life-steal enchantment.
Greatsword	Heavy damage, better cooldown with empty off-hand	Hard hits and crowd control.

Legendary weapon hunt - rare structures

LEGENDARY	SPECIAL ABILITY	HOW TO OBTAIN
Grand Assassin's Dagger	Backstab bonus and temporary buffs	Locate its rare Weapon Forge; use special 7×7 forge recipe.
Shogun's Katana	Double dash; chance to block arrows	Find related forge and collect its specific rare ingredients.
Reaper's Scythe	Collect souls then release sonic-boom style attack	Find related forge; forge legendary recipe.
Kingly Greatsword	Shockwave knockback attack	Find related forge; forge legendary recipe.

Enchantments worth knowing

ENCHANTMENT	TYPICAL EQUIPMENT	WHAT IT DOES
Thundering	Greatsword	Chance to strike lightning.
Dash	Katana	Forward dash.
Leech	Scythe	Healing on damage dealt.
Poison Tipped	Dagger	Poisons struck targets.
Pathfinder	Boots	Speed on paths.
Double Jump	Boots	Additional jump.
Frostfall	Swords / greatswords	Freezing damage.
Gravity	Scythe / greatsword	Pulls entities closer.
Rage	Selected weapons	Faster attacks when low health.
Illager Bane	Weapons	Bonus vs illagers.
Expert	Tools / weapons	Additional XP opportunities.

LEGENDARY CRAFTING IS NOT ORDINARY CRAFTING

The four legendary weapons use rare, powered 7×7 Weapon Forges with their own recipes, not standard 3×3 crafting. A crafted forge recipe can be locked server-wide by default (config/gamerule controls exist). Plan as a co-op goal.

Source: [Weapon guide and official forge recipe images](#)

Weapons Expanded

TYPE: 16+ MELEE/RANGED TYPES • MODES • ENCHANTMENTS

Adds many weapons that generally use normal combat concepts but vary their speed, reach and fighting style. Some can switch grip modes using the default V key.

Source: [Project documentation](#)

Weapon catalog

WEAPON	TYPE / ADVANTAGE	NOTE
Rapier	Fast, piercing light blade	Light one-handed melee
Shortsword	Small light sword	Fast short-range hits
Sickle	Slower than a sword; more damage	Light farming-shaped weapon
Glaive	Balanced sweep and extra reach	Reach weapon
Longsword	Heavy sword with switchable grips	V: one-hand/two-hand
Scythe	Two-handed heavy sweeper	Reach and damage
Greatsword	Very heavy two-hander	High damage, slow
Katana	Quick two-handed sword	Fast striking
Hatchet	Quick small axe	Fast axe family
Morningstar	Faster than a full axe	Blunt melee
Hammer	Slow, heavy strike	Knockback-type flavor
Battleaxe	Very heavy axe	Large impact
Warhammer	Swap blunt/sharp faces	V switches shield-stun vs sweep
Halberd	Swap sweeping/piercing forms	V switches mode
Longbow	Long range bow	Slower charging
Chain Crossbow	Multiple projectiles stored	Rapid follow-up fire
Heavy Arrow	Range-oriented ammunition	Travels farther
Dynamite Arrow	Explosive crossbow projectile	Consumes extra durability

New enchantment families

ENCHANTMENT	EFFECT	CONFLICTS / NOTES
Withering	Wither on melee hit	Conflicts with certain other status enchants.
Frostbite	Cold effect on melee hit	Cannot freely combine with Fire Aspect/Withering.
Polluting	Poison on melee hit	Competes with other elemental enchants.
Freeze	Cold effect on bow	Incompatible with Flame.
Leech	Shield heals when blocking	Extra durability cost.
Cleaving	Lengthens shield disabling	Axe family.
Capacity	Larger Chain Crossbow magazine	Crossbow-specific.

COOKING KNIFE VS DAGGER

The Dagger from one weapons mod and the Farmer's Delight Knife are distinct items, even if a craft grid overlaps. Likewise, Weapons Expanded and Keeg's both add Scythe, Katana and Greatsword families; both remain separate if correctly registered.

Source: [Official weapon list and gallery with recipe screenshots](#)

Tools of Obsidian

TYPE: ARMOR • TOOLS • BOW • SPEAR • MOUNTS

You already crafted the Obsidian Armor. This mod's armor is intentionally above Netherite in defense, so experiment with enchanting, trims and the complete toolset rather than only chasing more protection.

Source: [Project documentation](#)

Obsidian crafting system

Start with mined Obsidian blocks and craft the mod's **Obsidian Ingots** (conversion is reversible according to the project page). Craft obsidian equipment in familiar vanilla-shaped armor / tool patterns using obsidian ingots instead of ordinary material. For any unusual spear or bow pattern, use the mod's provided recipe images or your recipe viewer.

ITEM	INGREDIENT FAMILY	PRACTICAL PURPOSE
Obsidian Helmet	Obsidian ingots in helmet silhouette (5)	Strong head protection; trims supported.
Obsidian Chestplate	Obsidian ingots in chestplate silhouette (8)	Your current high-protection chestpiece.
Obsidian Leggings	Obsidian ingots in leggings silhouette (7)	Strong legs protection.
Obsidian Boots	Obsidian ingots in boots silhouette (4)	Strong boots protection.
Obsidian Sword	Obsidian ingots + stick; sword pattern	Strong melee weapon.
Obsidian Pickaxe	Obsidian ingots + sticks; pickaxe pattern	Mining with high durability.
Obsidian Axe	Obsidian ingots + sticks; axe pattern	Woodcutting/heavy attack.
Obsidian Shovel & Hoe	Obsidian ingots + sticks; vanilla tool patterns	Digging and farm upkeep.
Obsidian Bow	Mod-specific bow recipe	Powerful ranged tool.
Obsidian Spear	26.x added spear recipe	More weapon variety.
Obsidian Horse Armor	Crafting recipe shown on mod page	Horse equipment.
Obsidian Nautilus Armor	26.x recipe shown on mod page	Mount protection.

ARMOR TRIMS

Put an Obsidian Armor piece + Smithing Template + valid trim material in the Smithing Table, as you would with vanilla armor trims. Your version advertises full trim support.

Source: [Official project page with equipment grids](#)

Packed Up

TYPE: BACKPACK TIERS • PERSONAL STORAGE

Upgrade backpacks to bring more loot home from long trips. You can customize names and icons. The exact material layout is shown as recipe images on the project page.

Source: [Project documentation](#)

Backpack upgrade path

BACKPACK	UPGRADE FROM	DEFAULT STORAGE
Standard	Initial crafting recipe	3 rows
Iron	Standard Backpack	4 rows
Copper	Standard Backpack	4 rows
Golden	Iron or Copper Backpack	5 rows
Silver	Iron or Copper Backpack, if silver available	5 rows
Diamond	Golden or Silver Backpack	7 rows
Obsidian	Diamond Backpack	8 rows

To use, hold or equip backpack and open with the mod's interaction / configured keybind. Shift + right-click while holding can customize its name/icon. From inside a backpack, you can right-click another backpack item to open it (depending on settings).

IMPORTANT: DEATH ORBS MAY NOT SAVE YOUR BACKPACK

Keep Inventory Orbs notes limitations involving backpacks. Put disposable items inside one, test death in a controlled area on a backup, and verify both backpack item AND contents survive recovery before relying on it.

Source: [Backpacks and upgrade image recipes](#)

More Villagers: Re-employed

TYPE: NEW JOBS • TRADES • WORKSTATIONS

Adds several specialist villagers and workstations. You need Villager API installed alongside it, which your screenshot confirms.

Source: [Project documentation](#)

Profession guide: what each job is for

JOB	WORKSTATION	INTERESTING TRADE FAMILY
Engineer	Blueprint Table	Redstone components: hoppers, observers, pistons
Forester	Forestry Bench	Logs, saplings and wood
Florist	Gardening Table	Flowers, bees, natural materials
Hunter	Hunting Post	Mob drops such as blaze rods / ghast tears
Miner	Mining Bench	Mining supplies and exploration maps
Oceanographer	Oceanography Table	Ocean items including trident-related trade
Netherologist	Decayed Workbench	Nether travel and fortress/bastion maps
Enderologist	Purpur Altar	End items including shulker shells / dragon head

How to set up a trading hall

- Locate or breed unemployed villagers.
- Craft the workstation block for the job you want. The recipe uses common materials; exact recipe screens are linked below.
- Place the workstation where only the intended villager can claim it.
- Trade to lock in good offers; higher tiers unlock more interesting items.
- Keep the workstation reachable so it can restock.

The port also introduces a **Badlands villager biome type** and extra workstation blocks such as Chiller in its newer builds; specific workstation availability may vary by minor version.

Source: [Official professions and workstation recipes](#)

Source: [Eight job descriptions](#)

Moving Elevators

TYPE: BUILDABLE ELEVATOR PLATFORMS

Use elevator controller blocks to move a platform between levels of your new house, high tower, or underground mine.

Source: [Project documentation](#)

Blocks to make

BLOCK	ROLE	USE
Elevator Controller	Main required block; craft at least two	Place one at each floor.
Elevator Display	Optional information block	Shows floor information.
Remote Elevator Panel	Optional remote controller	Call/send platform from elsewhere.

Construction steps

- Craft two Elevator Controllers (exact recipe on mod page or recipe viewer).
- Place the first, then interact with the side without buttons to set the platform size and speed.
- Build the platform one block below the controller in front of the button face.
- Place additional controllers directly above/below on target floors, all facing the same direction.
- Press the controller center button to request platform; use up/down buttons to ride.

TIP

Try a 3×3 wood platform in an empty test shaft before integrating it into your house. Moving multi-block platforms may need clearance along the full height.

Source: [Official Moving Elevators instructions](#)

Server-Side Waystones

TYPE: TELEPORT • GLOBAL NETWORK • VANILLA CLIENT SUPPORT

Polymer-based server-only teleportation. All players can use its GUI without installing the mod locally. In your pack it is especially useful for a shared home / village / dungeon network.

Source: [Project documentation](#)

What you can build

ITEM	RECIPE FAMILY	HOW TO USE
Waystone	Stone-brick style blocks, wall components and other recipe ingredients (view 3×3 official image)	Place and name. Set permissions/global status when allowed.
Portable Waystone	Mod-specific portable version recipe	Portable waypoint-style interaction, subject to config.
Different stone styles	Various stone brick variants may substitute in recipe	Pick a style to match builds.

Suggested travel network

- Home Hub - place beside your main house and name it clearly.
- Village Hub - connect your trading hall.
- Dungeon Base - a safe waypoint near (not inside) a dangerous complex.
- Portal Hub - connect Overworld to your Nether staging area.
- Global/Shared - make selected hub waystones available to all brothers, if permissions allow.

ADMIN COMMANDS

Config location: **config/sswaystones.json**. Admin commands include **/sswaystones config help, get, set, reload** and **save**.

Source: [Waystone and Portable Waystone recipe images](#)

Moog's Voyager Structures

TYPE: 130+ STRUCTURES • LOOT • LANDMARKS

Adds 130+ vanilla-style locations, from wells and camps to massive rare landmarks, including category-specific loot and combat. These spawn in fresh chunks in appropriate biomes.

Source: [Project documentation](#)

Where to look and what to find

BIOME	EXAMPLES	RARITY / GOAL
Many Overworld biomes	Cathedral, Cartographer Tower, houses, barns, castle ruins	Cathedral ultra rare; towers rare.
Jungle	Jungle Tower	Rare large landmark.
Taiga	Small Pillager Tower, rocks, special mines / mining camps	Towers normal; large mineshaft ultra rare.
Desert	Desert Houses, Desert Pump	Normal landmarks.
Swamps	Small Swamp House, outhouse	Normal landmarks.
Snowy	Igloos, fossil sites, dog hut	Normal landmarks.
Beaches / seas	Beach Bar, Ship	Coastal targets.
Deep ocean	Ocean Tower	Rare submerged structure.
Nether	Nether Devil, Crimson-themed remains	Dimension exploration.
End	End Scraps / ruins	New End-side exploration.

How to explore efficiently

- Carry your Obsidian armor, a signature weapon, a backpack and well-fed supplies.
- Use Xaero waypoints for a major structure; place a Waystone at the nearest safe staging base.
- Bring blocks/torches/water for caves and a spare pickaxe for sealed rooms.
- If Lootr applies to the structure's loot table, your brothers can open their personal chest contents.

Source: [Moog's structure inventory and biome list](#)

Roguelike Dungeons

TYPE: UNDERGROUND LABYRINTHS • RANDOM LOOT

Adds extensive, multi-level underground dungeons in the Overworld, linked with rooms, corridors and stairs. The challenge is designed to scale into later-game raids.

Source: [Project documentation](#)

What you will find

FEATURE	WHERE	PREP
Entrance structures	Surface / underground entry points	Mark entrance immediately.
Linked chambers	Below the world surface	Carry stacks of blocks and torches.
Mob spawners	Deeper rooms and side corridors	Build temporary barriers; watch corners.
Treasure chests	Various rooms, often guarded	Let each player check Lootr contents.
Interconnected stairways	Deeper dungeon layers	Leave breadcrumb markers for exit.

DUNGEON RAID ROUTE

Set a shared Waystone at a safe entrance base, empty your backpack, bring two cooking-pot meals each, and go in together. A Roguelike Dungeon raid is a perfect first serious co-op objective.

Structory

TYPE: WORLD LORE • RUINS • COTTAGES • GRAVEYARDS

Adds subtle environmental storytelling and abandoned human-scale structures, intended to look like they always belonged in vanilla Minecraft.

Source: [Project documentation](#)

STRUCTURE TYPE	WHERE TO EXPLORE	LOOK FOR
Mangrove ruins	Mangrove swamp	Ancient broken structures; story clues.
Taiga ruins	Cold forests / taiga	Ruins among spruce trees.
Cottages / settlements	Varied Overworld biomes	Shelter, decorative details, loot.
Graveyard / Old Manor	Rare appropriate areas	Atmospheric danger and hidden story.
Towers and boats	Open biomes, coasts, watery areas	Navigation landmarks and rewards.

As a worldgen/data-pack style mod, **new structures appear only in newly generated chunks**. Your Chunky pre-generation may have already generated terrain in some regions; explore outside that area to find newly added structures if you installed Structory afterward.

Forest Ruins

TYPE: FOREST EXPLORATION • SECRET CHESTS

Adds scattered forest ruins, some hiding treasure. Designed for low-key exploring rather than major boss changes.

Source: [Project documentation](#)

PLACE	WHAT TO LOOK FOR	TIPS
Normal forests	Mossy stonework, broken walls, ruined structures	Examine hidden cavities for chests.
Birch / mixed forest	Ruined buildings and rubble	Walk instead of sprinting; ruins blend in.
Dappled Forest (26.3)	New-version ruins in the 26.3 biome	Explore newly generated Dappled Forest chunks.

Lootr

TYPE: PER-PLAYER DUNGEON LOOT

Generated loot containers can supply separate randomized loot to individual players. This is excellent for three brothers exploring together; one player does not necessarily consume all rewards.

Source: [Project documentation](#)

CONTAINER / SITUATION	WHAT HAPPENS	NOTE
Eligible world-generated chest	Each player has their own loot outcome	Visit with all brothers.
Dungeon or structure loot	Often applies to loot-table containers	Not a guarantee for every modded chest.
Your ordinary storage chest	Typically stays standard shared chest	Not personal storage.
Already-looted by one player	Other players may still have personal loot	Useful for later arrivals.

Keep Inventory Orbs

TYPE: DEATH RECOVERY • GRAVESTONE ALTERNATIVE

Instead of scattering all items and letting them despawn, the mod creates a recoverable orb near where a player dies. Exact recovery behavior is configurable.

Source: [Project documentation](#)

WHEN	ACTION	SAFETY
Before dangerous trip	Set a Waystone / mark coords	Know the way back.
On death	Locate orb at death area	Items are preserved inside orb under mod rules.
Recovering items	Interact with your orb	Test on low-value items first.
Packed Up backpack	Possible compatibility issue	Test backpack and its contents separately.

Advancements+

TYPE: 500+ CHALLENGES • EXTRA ADVANCEMENT TABS

Adds hundreds of optional milestones rather than tools or blocks. Use it as your in-game quest book.

Source: [Project documentation](#)

TAB / TOPIC	EXAMPLES	MISSION
First Night / Minecraft	Day-one survival	Review completed early tasks.
Smelting / Mining	Furnace products, cave exploration	Complete a full resource ladder.
Ocean	Ocean biomes, aquatic exploration	Combine with Naturalist whale hunt.
Friends & Food	Animals and food	Make several Farmer's Delight dishes.
Copper	Copper blocks, oxidized variants	Build a copper collection.
Redstone	Logic components	Make an automatic farm.
Adventure / End	Exploration and big milestones	Check next missing advancement.

RightClickHarvest

TYPE: FARMING UTILITY

Right-click eligible mature crops to harvest them without the usual break/replant process (depending on configuration).

Source: [Project documentation](#)

Works with many vanilla crops and can support modded ones when properly tagged. **Practical use:** build your new farm with rows of wheat, potatoes, carrots, and Farmer's Delight crops; right-click mature plants to harvest, then check that replanting occurs on that crop type.

Xaero's Minimap

TYPE: CLIENT NAVIGATION

A minimap and waypoint interface to keep track of bases, ruins, biomes and portals; mainly a client-side feature.

Source: [Project documentation](#)

Save a waypoint at Home, Farm, Village, Portal, Stronghold, Rare Structure, Dungeon, and any weapon forge. Use distinctive labels. Because every brother has their own client, share coordinates manually or use waystone travel hubs for a shared route.

Xaero's World Map

TYPE: CLIENT WORLD MAP

Full map of explored land, useful for planning expeditions and reviewing explored versus unexplored chunks.

Source: [Project documentation](#)

Open the map using your configured hotkey. Keep expedition paths near already-safe waystones, and plan beyond Chunky's pre-generated radius if searching for newly added structures.

AppleSkin

TYPE: CLIENT FOOD DISPLAY

Displays detailed hunger and saturation information on the Minecraft client; server install is optional and can improve food-data precision.

Source: [Project documentation](#)

Use its hunger information to compare your Farmer's Delight meals. It does not introduce new ingredients, recipes, creatures, or structures.

Server utility mods

Lithium

Server-side optimization of Minecraft game logic. No new craftable items or quests.

Source: [Official mod page](#)

FerriteCore

Reduces memory usage. No new craftable items or quests.

Source: [Official mod page](#)

Required dependency libraries

Fabric API

Why it is there: Core interfaces used by Fabric content mods. It has no independent adventure or crafting system. Leave installed if a dependent mod needs it.

JamLib

Why it is there: Required by RightClickHarvest. It has no independent adventure or crafting system. Leave installed if a dependent mod needs it.

Moog's Structure Lib

Why it is there: Required by Moog's Voyager Structures. It has no independent adventure or crafting system. Leave installed if a dependent mod needs it.

ResourcefulLib

Why it is there: Required by Variants & Ventures. It has no independent adventure or crafting system. Leave installed if a dependent mod needs it.

SuperMartijn642 Config Lib

Why it is there: Required by Packed Up. It has no independent adventure or crafting system. Leave installed if a dependent mod needs it.

SuperMartijn642 Core Lib

Why it is there: Required by Packed Up. It has no independent adventure or crafting system. Leave installed if a dependent mod needs it.

Villager API

Why it is there: Required by More Villagers: Re-employed. It has no independent adventure or crafting system. Leave installed if a dependent mod needs it.

Biome & treasure atlas

A cross-mod lookup: when you want a specific animal, ingredient, structure or piece of equipment, use this table instead of remembering which mod it came from.

FIND / GOAL	WHERE TO GO	MOD
Tomato crops	Savanna / dry warm areas	Farmer's Delight
Onions	Plains / forest	Farmer's Delight
Cabbage seeds	Beach / coast	Farmer's Delight
Rice	Swamp / water-rich biome	Farmer's Delight
Elephants / Giraffes / Lions	Savanna	Naturalist & LivingThings
Ostriches	Savanna	LivingThings
Monkeys / Koalas	Wooded / jungle areas	LivingThings
Penguins	Cold coast	LivingThings
Shark Tooth	Ocean sharks	LivingThings
Crab Shell	Coastal crabs	LivingThings
Ancient Blaze / Helmet	Special Nether boss encounter	LivingThings
Nether Knight	Nether fortress	LivingThings
Black Bear / Deer	Forests / taiga / Dappled Forest	Naturalist
Ants / anthills	Jungle and savanna	Naturalist
Tiger / leopard varieties	Jungle, mountains, desert, badlands	Naturalist
Anglerfish	Deep ocean	Naturalist
Crab Claw / Reaching	Beach and mangrove swamp	Friends & Foes
Glare	Lush caves	Friends & Foes
Iceologer	Snowy spruce cabins	Friends & Foes
Moobloom	Flower forest	Friends & Foes
Rascal	Underground mines	Friends & Foes
Wildfire / Crown	Nether citadel	Friends & Foes
Gelid	Cold regions and themed spawners	Variants & Ventures
Rare weapon forge	Rare specialized structures	Keeg's Weapons
Cathedral / Cartographer Tower	Overworld, rare	Moog's Voyager Structures
Jungle Tower	Jungle, rare	Moog's Voyager Structures
Ocean Tower	Deep ocean, rare	Moog's Voyager Structures

FIND / GOAL	WHERE TO GO	MOD
Roguelike Dungeon	Underground Overworld	Roguelike Dungeons
Graveyard / Old Manor	Rare selected Overworld areas	Structory
Small forest ruin chest	Forest, including Dappled Forest	Forest Ruins
Nether maps from villager	Netherologist workstation / trades	More Villagers
Diamond / Obsidian backpacks	Upgrade crafting chain	Packed Up
Waystone / Portable Waystone	Craft then place	Server-Side Waystones

Crafting and acquisition reference

This sheet gathers high-value recipes from across the pack. Some items have mod-specific crafting grids pictured only on the official project page. Recipe ingredient lists are a useful shopping list; check exact positions before spending rare materials.

ITEM	INGREDIENT / METHOD	MOD
Cutting Board	4 planks + 2 sticks	Farmer's Delight
Stove	3 iron + 4 brick + campfire	Farmer's Delight
Cooking Pot	5 iron + 2 brick + wooden shovel	Farmer's Delight
Skillet	Iron ingots + brick	Farmer's Delight
Knife	Material for blade + stick	Farmer's Delight
Tomato Sauce	Tomato; Cooking Pot + Bowl	Farmer's Delight
Beef Stew	Beef + carrot + potato; Pot + Bowl	Farmer's Delight
Fried Rice	Rice + egg + carrot + onion; Pot + Bowl	Farmer's Delight
Apple Cider	2 apples + sugar; Pot + bottle	Farmer's Delight
Obsidian ingot	Obsidian block conversion (reversible)	Tools of Obsidian
Obsidian helmet	5 obsidian ingots, helmet pattern	Tools of Obsidian
Obsidian chestplate	8 obsidian ingots, chestplate pattern	Tools of Obsidian
Obsidian leggings	7 obsidian ingots, leggings pattern	Tools of Obsidian
Obsidian boots	4 obsidian ingots, boots pattern	Tools of Obsidian
Standard Backpack	Crafting recipe pictured on mod page	Packed Up
Iron / Gold / Diamond Backpack	Previous tier + upgrade materials	Packed Up
Obsidian Backpack	Diamond backpack + obsidian upgrade recipe	Packed Up
Waystone	Stone-brick-based recipe pictured on mod page	Server-Side Waystones
Portable Waystone	Recipe pictured on mod page	Server-Side Waystones
Elevator Controller	Recipe pictured on mod page	Moving Elevators
Blueprint Table	Recipe pictured in mod reference	More Villagers
Weapon Forges (4)	Rare found structures, powered 7×7 crafting	Keeg's Weapons
Dagger / Katana / Scythe / Greatsword	Tiered weapon recipes; see in-game viewer	Keeg's Weapons
Rapier / Halberd / Longbow / etc.	See Weapons Expanded official gallery for grids	Weapons Expanded

Your next 20 missions

You have already finished a house and Obsidian Armor. Here are concrete goals designed to make the rest of your pack feel purposeful. Check off a completed task with a pen or PDF annotation.

- [] **1. Complete your kitchen** — Place Stove, Pot, Cutting Board and Skillet; cook 5 recipes.
- [] **2. Make a diversified farm** — Grow Cabbage, Tomato, Onion, Rice alongside vanilla crops.
- [] **3. Build a cellar/pantry** — Sort bowls, ingredients, flour, cooked meals and crops.
- [] **4. Prepare expedition food** — Make 16+ portable meals and 4+ hearty bowls.
- [] **5. Upgrade a backpack** — Reach Diamond or Obsidian backpack tier.
- [] **6. Test death recovery safely** — Check Keep Inventory Orbs plus Packed Up interaction with expendables.
- [] **7. Establish Home Waystone** — Name it and give brothers clear access.
- [] **8. Open a village trade hall** — Create Engineer, Miner and Hunter workplaces.
- [] **9. Make a house elevator** — Connect your home floors with Moving Elevators.
- [] **10. Create a wildlife journal** — Record 15 distinct wildlife types and their locations.
- [] **11. Capture small wildlife** — Use Naturalist Capture Net with eligible creatures.
- [] **12. Find a Moobloom and a Glare** — Flower Forest + Lush Caves adventure.
- [] **13. Track down an Iceologer** — Search snowy cabins and survive the fight.
- [] **14. Explore 3 new ruin types** — Forest Ruins + Structory + Moog tower.
- [] **15. Raid a Roguelike Dungeon** — Bring everyone and clear the rooms.
- [] **16. Find a signature weapon** — Try Keeg's Scythe/Katana or Weapons Expanded Halberd.
- [] **17. Hunt for a weapon forge** — Mark it with waypoint and work toward one legendary.
- [] **18. Visit an ocean tower** — Make an underwater exploration expedition.
- [] **19. Take on a Nether special enemy** — Find a Nether Knight or Wildfire-type encounter.
- [] **20. Design a trophy gallery** — Display rare materials, armor trims, creature items and weapons.

Multiplayer and server notes

When a new structure mod is installed

New structures usually appear in previously ungenerated chunks. Chunky-pre-generated areas count as generated; travel beyond them for later additions.

When a new client content mod is installed

Update all players' Modrinth client instances when a mod is required on both ends.

When new items or blocks are removed

Back up your world before disabling the mod; existing objects may become invalid or disappear.

When your server lags

View distance, entity AI and new chunks matter more than raw RAM once memory is sufficient. Keep Lithium/FerriteCore. Use Spark profiler if installed.

When a recipe is ambiguous

Check the recipe viewer or a recipe conflict chooser. With Farmer's Delight Knife vs weapons Dagger, don't assume the grid can make only one output.

When rare loot is found

Lootr may give each brother a separate loot roll for eligible containers. Ordinary player chests still operate normally.

When traveling between dimensions

Plan return routes, name waystones, keep maps and take fire-resistant supplies into Nether combat.

Optional mods discussed later

MOD	STATUS AS OF LAST KNOWN INVENTORY	USE
Chunky	Known to be used after the screenshot	Pre-generates chunks around spawn and selected coordinates.
Nemo's Night Progression	Not confirmed installed	Progress furnace/crop time while sleeping.
Polymorph+	Not confirmed installed	Resolve Knife/Dagger recipe conflicts.
Spark	Not confirmed installed	Measure tick lag and bottlenecks.
Shulker Box Tooltip	Not confirmed installed	Client-side contents preview.

Sources and update method

The source links below are documentation paths, not downloads from unverified third-party file mirrors. For exact recipe positions, use the images or in-game recipe system that match your installed 26.3 JAR. This edition used your 21 October mod screenshot; if you add or remove mods, the contents will need updating.

[Farmer's Delight Refabricated recipes](#)

[Farmer's Delight food recipe reference](#)

[Farmer's Delight wild crop guide](#)

[Naturalist 2.0.6 release](#)

[Naturalist 2.0 full changelog](#)

[LivingThings official list](#)

[LivingThings deeper field reference](#)

[Friends & Foes official creature descriptions](#)

[Variants & Ventures](#)

[Keeg's Weapons official recipes and features](#)

[Weapons Expanded equipment index](#)

[Tools and Armor of Obsidian](#)

[Packed Up backpacks](#)

[More Villagers Re-employed](#)

[Moving Elevators](#)

[Server-Side Waystones](#)

[Moog's structures list](#)

[Roquelike Dungeons](#)

[Structory](#)

[Forest Ruins](#)

[Lootr](#)

[Keep Inventory Orbs](#)

[Advancements+](#)

HOW TO GET A FULL, EXACT RECIPE DATABASE FOR EVERY JAR

If you later provide your actual server **mods** directory as a ZIP, all recipe JSONs and biome/entity definitions inside the installed JARs can be extracted programmatically. That is the reliable way to produce a complete, precise 3×3 recipe atlas for every single custom item and your exact build without omissions or guesswork. This guide is the verified, playable reference edition for your currently known mod selection.

END OF EDITION 1 • FUN SURVIVAL