

# Modpack

Overview of which mods we're going to use

- [The Wind Rises Modpack](#)

# The Wind Rises Modpack

## The Wind Rises

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### Overview

The Wind Rises is a mid-sized modpack on 1.21.1 built around **Create: Aeronautics** (and Create broadly). To make that exciting we're going to need a dramatic world. The overworld will be full of towering mountain chains, wide valleys, and open skies designed to be flown over. There'll be other dimensions and generated structures to explore that might pose even larger challenges or just new places to try out. Using the steampunk machinery is one way to navigate all this, or they can choose to embrace the magic available to them.

I'm using Miyazaki as a tonal guide--which basically means whatever I think fits. Think Howl's Moving Castle, Spirited Away, Princess Mononoke. Industry, spirits, vibes.

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### Proposed Mod List

#### Create & Machines

- [Create](#)
- [Create: Aeronautics](#)
- [Create: Bells & Whistles](#)
- [Create: Big Cannons](#)
- [Create: Crafts & Additions](#)
- [Create: Diesel Generators](#)
- [Create: Dragons Plus](#)
- [Create: Enchantment Industry](#)
- [Create: New Age](#)

- [Immersive Engineering](#)
- [Modern Dynamics](#)
- [Slice & Dice](#)
- [Steam 'n' Rails](#)

## Magic

- [Apothic Enchanting](#)
- [Ars Elemental](#)
- [Ars Nouveau](#)
- [Forbidden & Arcanus](#)
- [Iron's Spells 'n Spellbooks](#)
- [Nature's Aura](#)
- [Not Enough Glyphs](#)
- [Occultism](#)

## Dimensions & Exploration

- [Stellarity](#)
- [The Aether](#)
- [The Twilight Forest](#)

## World Generation

- [Dungeon Crawl](#)
- [Formations Nether](#)
- [GeOre](#)
- [GeOre Nouveau](#)
- [Repurposed Structures](#)
- [Structory](#)
- [Tectonic](#)
- [Terralith](#)
- [Variants & Ventures](#)
- [When Dungeons Arise](#)

- [When Dungeons Arise: Seven Seas](#)
- [YUNG's Better Caves](#)
- [YUNG's Better Desert Temples](#)
- [YUNG's Better Dungeons](#)
- [YUNG's Better Jungle Temples](#)
- [YUNG's Better Mineshafts](#)
- [YUNG's Better Nether Fortresses](#)
- [YUNG's Better Ocean Monuments](#)
- [YUNG's Better Strongholds](#)
- [YUNG's Better Witch Huts](#)
- [YUNG's Bridges](#)

## Food & Living

- [Ars Nouveau's Flavors & Delight](#)
- [Brewin' & Chewin'](#)
- [Cooking for Blockheads](#)
- [Farmer's Delight](#)

## Combat & Loot

- [Gateways to Eternity](#)
- [Loot Integrations](#)
- [Relics](#)
- [YUNG Structures Addon for Loot Integrations](#)

## Storage

- [AdvancedAE](#)
- [AE2 Wireless Terminals](#)
- [Applied Create](#)
- [Applied Energistics 2](#)
- [Applied Flux](#)
- [Ars Énergistique](#)

- [Ender Storage](#)
- [Ender Storage - Energy](#)
- [Extended AE](#)
- [ME Requester](#)
- [MEGA Cells](#)
- [Sophisticated Backpacks](#)
- [Sophisticated Backpacks × Create Integration](#)
- [Sophisticated Storage](#)
- [Sophisticated Storage × Create Integration](#)
- [Storage Drawers](#)

## Building

- [Armor Poser](#)
- [Building Gadgets](#)
- [Charging Gadgets](#)
- [Chipped](#)
- [Glassential Renewed](#)
- [Just a Void Dimension \(JAVD\)](#)
- [Rechiseled](#)
- [Rechiseled: Chipped](#)
- [Redstone Pen](#)

## QoL & Navigation

- [Accelerated Decay](#)
- [Actually Harvest](#)
- [Advanced Loot Info](#)
- [AE2 JEI Integration](#)
- [AE2 Network Analyser](#)
- [Almost Unified](#)
- [AppleSkin](#)
- [Better Advancements](#)
- [Cable Facades](#)

- [Chalk](#)
- [Clean Swing Through Grass](#)
- [Colorful Hearts](#)
- [Controlling](#)
- [Cosmetic Armor Reworked](#)
- [Crafting Tweaks](#)
- [Easy Piglins](#)
- [Easy Villagers](#)
- [Energy Meter](#)
- [Extreme Sound Muffler](#)
- [Gadgets Against Grind](#)
- [GraveStone Mod](#)
- [Jade](#)
- [Jump Over Fences](#)
- [Just Enough Breeding](#)
- [Just Enough Items](#)
- [Just Enough Professions](#)
- [Lootr](#)
- [Measurements](#)
- [Mouse Tweaks](#)
- [Nature's Compass](#)
- [NetherPortalFix](#)
- [Not Enough Recipe Book](#)
- [Overloaded Armor Bar](#)
- [Pipe Connector](#)
- [Simple Magnets](#)
- [Structure Compass](#)
- [Torchmaster](#)
- [Trash Cans](#)
- [Utilitarian](#)
- [Waystones](#)
- [What Are They Up To](#)
- [What The Bucket](#)
- [Wither Skeleton Tweaks](#)

- [WITS](#)
- [Xaero's Minimap](#)
- [Xaero's World Map](#)

## Client: Rendering & Performance

- [Fusion Connected Textures](#)
- [Iris](#)
- [Particle Core](#)
- [Sodium](#)
- [Sodium Extra](#)

## Server & Shared Performance

- [C2ME \(Concurrent Chunk Management Engine\)](#)
  - [Clumps](#)
  - [FerriteCore](#)
  - [Lithium](#)
  - [ModernFix](#)
  - [Noisium](#)
  - [ServerCore](#)
  - [spark](#)
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## Custom Multiplayer Datapack

Custom datapack to enforce **Mandatory Fun**. If you are the only person online, you have 15 minutes before being kicked. You'll receive warnings at 10 minutes, 5 minutes, and every minute from 4 minutes down. Your timer resets in full the moment a second player comes online, so you will never be kicked mid-session as long as someone else is around.

I often find myself getting drawn into "just one more thing" way too much, and then making a ton of progress without anyone else, making it less of a "group thing". Let's enforce some mandatory fun into this. We can disable it if it's getting painful.