



# Skyblock server

## Installed mods

	<b>Advanced Chests</b>	Adds chests with specific functions to the game.
	<b>Aged</b>	Adds aging logs, hay, logs etc in barrels and crafting aged items
	<b>Alchemy Trader Vanilla</b>	Adds an alchemist trader to the world
	<b>Alchemy</b>	An alchemy mod that adds a couple of player enhancing potions.
	<b>Animal cages</b>	Mod that adds cages for animals so you can catch, transport and display them.
	<b>Banners</b>	Extremely customizable banners
	<b>BedSpawn</b>	Sets your \"return point\" when you sleep in a bed.
	<b>Better Crates</b>	Adds a new type of storage to the game.
	<b>Better Firepit</b>	A Vintage Story mod to improve the firepit's behaviour
	<b>Bony soil recipe Mod</b>	This is simple mod that adds recipe for Bony soil.
	<b>Book Trader</b>	Adds a book trader to the world
	<b>Bricklayers</b>	Bricks and stones may break bones.
	<b>CANMarket</b>	Trade blocks and simple currency items
	<b>Carry On</b>	Adds the capability to carry various things
	<b>Cats</b>	Mod that introduces cats as a new pet to vintage story.
	<b>chiseltools</b>	Quentin's Chiseling Tools'
	<b>CommonLib</b>	
	<b>Composter</b>	A container that decomposes food extremely fast
	<b>Configure Everything</b>	All configurations in one place
	<b>Dana Tweaks</b>	Various tweaks
	<b>DecO'Clock</b>	Adds to the game several types of mechanical clocks showing the current game time
	<b>Diamond Tools</b>	Diamond Tools for Skyblock server.
	<b>Domestic animal Trader</b>	Adds a Domestic animal trader to the world
	<b>Expanded Matter</b>	A library that extends the base game materials with new types and variants.
	<b>Extra Chests</b>	Adds additional storage chests.
	<b>Fancy Sky Server Fix</b>	Skybox textures <Blood Moon>, with round Sun and Moon
	<b>From Golden Combs</b>	Adding depth, variety, and complexity to Vintage Apiculture
	<b>Herbarium</b>	a library of useful plant classes
	<b>Item Frame</b>	Placeable item frame that displays item or block stored inside it
	<b>Jewelry 2 silver recipe</b>	This is simple mod that adds recipe for breaking jewelry to bits.
	<b>Knife Mold</b>	Adds a 2x knife mold to the game.
	<b>Larger Crock</b>	Makes the crock hold 6 servings instead of 4
	<b>Server Leaderboards</b>	A set of leaderstats boards for servers.
	<b>LiveMap</b>	LiveMap is a browser-based world map viewer for Vintage Story
	<b>Medieval Expansion</b>	Medieval Expansion
	<b>Millwright</b>	Building better windmills since 1386.
	<b>More Plaster</b>	Adds more plaster types based on the vanilla wood types
	<b>More Roads &amp; Paths</b>	Adds new path variants, new roads, and edge decor.
	<b>Mushroom Trader</b>	Adds a Mushroom trader to the world
	<b>Nails and Strips Clay Mold</b>	Adds a Clay Nails and Strips Mold
	<b>Nat's Achievements</b>	Add Achievements to Vintage Story!
	<b>NeverWinter</b>	Allows fine-grained control over temperatures, and seasons.
	<b>Not Enough Sand</b>	Allows you to pulverize more stones and turn them into sand, among other things.
	<b>Pet AI</b>	Mod that focuses on implementing various new AI behaviours and tasks centered around taming.

	<b>Player Corpse</b>	
	<b>PlayerList</b>	View the player list on Vintage Story servers
	<b>Primitive Survival</b>	Traps, fishing, and a whole lot more (ft. Siddly, BluryFace, CaptainOats, and JapanHasRice)
	<b>Rifteye</b>	Adds player management and inventory inspection GUI
	<b>RP Voice Chat</b>	A mod that adds in game voice proximity chat!
	<b>Shelfish</b>	(Book)Shelf it!
	<b>Sleep Vote</b>	A mod that let the player vote to skip the day by going to bed
	<b>SpawnersAPI</b>	Add custom entities spawners to the game
	<b>Stone Bake Oven</b>	Creates a usable large stone oven for baking.
	<b>Temporal Tinkerer</b>	Expands on locusts and adds new temporal related gear.
	<b>Temporal gears stack</b>	Makes temporal gears stack up to 16.
	<b>Terrareta Trade for Skyblock</b>	Add terra preta to agriculture trades
	<b>Th3Essentials</b>	Th3Dilli's essentials mod
	<b>ToolsExtended</b>	Adds stainless steel tools, titanium tools and new tool types to the game.
	<b>Useful Drifter Loot</b>	Adds some more drops to all drifter loot tables, mostly aims at making lower tier drifters actually worthwhile to cut open.
	<b>Still Useful Stuff</b>	Continuation of jakecool19's Useful Stuff.
	<b>Valley of Ashes</b>	Craft plant and wood ash, ash fertilizer and potash.
	<b>Volumetric Shading (ReUpdated)</b>	Adds multiple shader changes to the game. (Unofficial update of a Continuation)
	<b>VS Server Panel</b>	Adds a server panel to map joining
	<b>Wild animals Trader</b>	Adds a Wild animals trader to the world
	<b>Wildcraft: Fruits and Nuts</b>	Adds an assortment of fruits, berries and nuts
	<b>Wild Farming Revival</b>	Cultivate flowers, herbs, mushrooms, trees, and bushes. And more!
	<b>Wolf taming</b>	Mod that focuses on making wolves tameable and usable by the player.
	<b>Wood Barrels</b>	
	<b>Workbench Expansion</b>	Copy chiseled blocks, by placing the chiseled Block, a chisel and the original Blocks into the Workbench. Also craft a plaster Block with a chisel to a chiselable plaster Block
	<b>XLib</b>	Adds a leveling and an effect api to the game.
	<b>XSkills</b>	Adds skills to the game.