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//Loot Table edits; don't change if you don't want balance broken!

vanilla.loot.removeChestLoot("pyramidDesertyChest", <Ztones:totemTool>);
vanilla.loot.removeChestLoot("villageBlacksmith", <Ztones:terrainEater>);

//Some OreDict edits... solely here for bug prevention and compatibility
reasons.

<ore:oreCoal>.add(<minecraft:coal_ore:*>);
<ore:oreIron>.add(<minecraft:iron_ore:*>);
<ore:oreGold>.add(<minecraft:gold_ore:*>);
<ore:oreRedstone>.add(<minecraft:redstone_ore:*>);
<ore:oreLapis>.add(<minecraft:lapis_ore:*>);
<ore:oreEmerald>.add(<minecraft:emerald_ore:*>);
<ore:oreDiamond>.add(<minecraft:diamond_ore:*>);
<ore:dustDraconium>.add(<RotaryCraft:rotarycraft_item_modingots:85>);
<ore:naquadah>.add(<RotaryCraft:rotarycraft_item_customingot:27>);
<ore:naquadah>.add(<LanteaCraft:lanteaOreItem:0>);
<ore:oreNaquadah>.add(<LanteaCraft:lanteaOreBlock:0>);

//Thaumic Bases - Witching Gadgets Compat. Do not edit if you plan to use one of
those mods (TC4 Addons)

<ore:blockVoid>.remove(<WitchingGadgets:WG_MetalDevice:7>);
<ore:blockVoid>.remove(<thaumicbases:voidBlock>);
<ore:voidBlock>.remove(<thaumicbases:voidBlock>);
<ore:blockVoidMetal>.remove(<thaumicbases:voidBlock>);
<ore:blockVoidmetal>.remove(<thaumicbases:voidBlock>);

<WitchingGadgets:WG_MetalDevice:7>.displayName = "Primal Void Compound";
recipes.remove(<WitchingGadgets:WG_MetalDevice:7>);
recipes.addShaped(<WitchingGadgets:WG_MetalDevice:7>,[[<Thaumcraft:ItemResource:
16>, <Thaumcraft:ItemResource:16>, <Thaumcraft:ItemResource:16>],
[<Thaumcraft:ItemResource:16>, <Thaumcraft:ItemResource:15>,
<Thaumcraft:ItemResource:16>], [<Thaumcraft:ItemResource:16>,
<Thaumcraft:ItemResource:16>, <Thaumcraft:ItemResource:16>]]);

mods.thaumcraft.Research.addCraftingPage("VOIDMETAL",
<WitchingGadgets:WG_MetalDevice:7>);

```