























Vintage Story

57 installed mods

	[infinitum] item pickup hud (v1.2.2)	A client/server-side mod that shows a HUD of all picked-up items (ground, panning, hand grabs, etc.).
	A culinary artillery (v1.2.5)	An armory of tools for food-based mods and modpack makers
	Antlers & horns (v1.2.2)	A mod that add antlers and horns on your head.
	Auto map markers (v4.0.2)	Automatically adds map markers to your map when you interact with certain objects. Fully configurable.
	Betterruins (v0.4.15)	Adds a lot of structures to the worldgen over and underground. Builders: Bellcross, Dampus, h bitovnik , Ifoz, Marlim, Ogdred, OnBean, Tiggetagg, Sirayne, Par, Quentin, StAdrian, SamGray, Tiggetagg, Vilderos, Virrnogamr, Freian, FemurSnapper, yapludepatte Writers: Blinky Dorf, Ifoz, dazedandconfused, GentleBoyHell, Joe Silent, moronwmachinegun
	Bettertraders (v0.0.10)	Replaces vanilla traders with new structures.
	Buzzy bees (v1.1.6)	This mod adds bee mobs that fly around a hive or skep and feed on flowers. It also transforms the swarming bee mobs into a livelier and more visually appealing version using in game assets.
	Carry on (v1.9.9)	Adds the capability to carry various things
	Catch ledge (v0.5.1)	Catch and hang on ledges.
	Display container versatility (v1.3.2)	Allows more items to be displayed in storage, such as in scroll racks, open crates, or mounted to the wall.
	Dodge master (v1.2.2)	Dodge forward or directionally
	Eternal seraphim backpacks (v2.3.2)	The backpacks were for the [UA] В чний Серафим server
	Expanded foods (v1.7.4)	New recipes for existing food types.
	Farseer (v1.3.1)	Draws silhouettes of the terrain outside of your view distance
	Fix english font (v0.1.0)	Force VS to use `Arial` font instead of system default, for better-looking English text
	Flee exhaustion (v1.1.1)	Entities run at slower speeds when they are hurt.
	Floating fish (v1.0.3)	Fish now float to the surface after being killed.

	Goblin ears and friends (v2.2.3)	A mod that add diverse ears at character selection.
	Greentext (v0.0.1)	>
	Harper's immersive tools (v2.3.1)	H.I.T. Renders tools / shields / weapons on your player, now with advanced shields and MULTIPLAYER!!!
	Hazjackalope (v0.9.3)	Adds a rare hare varient with antlers.
	Healthbar (v1.0.7)	Shows a clean, distance-scaled health bar above mobs and players.
	Healthy hot springs (v1.0.2)	Make hot springs good for your health
	Hud clock patch (v1.0.7)	Visual extension for ingame date time, season and some other informations.
	Item pickup highlighter (v1.0.0)	Client Side mod that allows you to spawn particles on items on the ground in a radius around player
	More piles (v2.1.12)	
	Mycodiversity (v1.0.4)	Adds more mushrooms to the game.
	No offline food spoil (v1.4.0)	Prevent player inventory food spoiling when the player is offline
	One bed sleeping (v2.5.4)	For use on SMP servers. Only one person needs to sleep in order to pass the time.
	Playerlist (v2.1.5)	View the player list on Vintage Story servers
	Primitive survival (v3.8.0)	Traps, fishing, and a whole lot more (ft. Siddly, BlurryFace, CaptainOats, JapanHasRice, and Brady_The)
	Real smoke (v0.6.5)	Smoke rises from the flames..
	Rifteye (v0.4.3)	Adds player management and inventory inspection GUI
	Rivergen (v1.0.0)	Standalone version of rivers.
	Scroll in character creation (v1.0.3)	Adds scrollbars to the character creation window if needed.
	Serverinfo (v1.0.2)	Mod providing Discord commands to interact with your server.
	Shelf obsessed (v1.5.0)	When in doubt, put it on the shelf!
	Simple blobcat (v0.1.1)	Adds simple companion Blobcat
	Simple footsteps redux (v1.0.3)	Will play footstep sounds for entities.
	Some disassembly required (v1.7.7)	Burn, break and disassemble extra building blocks into useful materials
	Status hud (v3.2.7)	Displays status information on the HUD.
	Stepup advanced (v1.1.1)	Automatically step up blocks without jumping. Fully configurable and toggleable!

	Stone bake oven (v1.1.6)	Creates a usable large stone oven for baking.
	Storage options (v1.0.4)	Various containers for storing your items such as weapon rack, single shelf etc.
	Substrate (v1.1.2)	To be added
	Support beam from sticks (v1.2.0)	This mod adds support beams made from sticks
	The critters pack (v1.1.1)	Adds Hedgehogs, Ducks, Robins, Swans, Field mice, Squirrels, Yaks and more...
	Verticality (v0.3.1)	Climbing! Also jumping! And crawling!
	Vintagecord (v1.3.0)	Simple Discord Bot to communicate with a channel.
	Vintagecordapi (v1.1.1)	API for publishing events to VintageCord
	Vintagenotifier (v1.0.1)	Mod for surfacing events with messages
	Visible meteorite particles (v1.1.1)	Adds noticeable particles above meteoritic blocks.
	Visible resin particles (v1.2.0)	Adds noticeable particles around resin bearing trunk blocks.
	Vtrashcan continued (v1.0.6)	A mod that adds a trashcan to your inventory for discarding stacks
	Woodenfortifications (v2.0.9)	Primitive defences for your home sweet home
	Worm pies (v1.2.0)	Lets you make pies using worms from primitive survival lol, also makes butterflies edible and pieable
	Zinkmodautoclay (v1.0.3)	Basic Mod to make Duplicate Layer complete the current layer when clay forming