

FEATURE GUIDE

Everything in MidgardPlus

Every part of the mod, what it does, and the switch that turns it on.

Written for **MidgardPlus 1.56.0**. Anything marked **new in 1.56** came with it. Everything starts off, so your game plays like vanilla until you switch something on.

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START HERE

How to turn things on

- 1 Everything starts off.** Install MidgardPlus and the game plays like vanilla until you switch on what you want. Updates add new settings switched off too.
- 2 The launcher.** On Let's set you up you pick cards of what you love in Valheim. Every page in this guide names the card that turns it on.
- 3 Want the lot?** Pick the **Best of MidgardPlus** style: every feature and all the content on, balance at vanilla, no shortcuts or cheats. **All of Midgard** is there too.
- 4 In game, press F9.** Open Settings and type a word in the search box. Each page here gives the exact setting name and the F9 section it sits in.
- 5 On a server the server decides.** A lock next to a setting means it's the server's call, so ask your admin for it by name. Your own values come back when you leave.
- 6 Something still off?** Check my picks on the launcher's Home lists every picked feature that's still off, says why and fixes it in one click.

ADD ONS

Megin is an add on that sits on top. Install it from the launcher's Midgard add ons page, then turn on The Lodge in F9, Megin.

READING A PAGE

Living Water

Features

The setting name, as F9 and the launcher show it, and its F9 section on the right.

NEW IN 1.56

Comes with 1.56.0.

needs Lantern Ring

Turn that one on too. The launcher's cards do it for you.

Fishing difficulty: Relaxed

Not a switch: the value it starts at.

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KEYS

Every default key

PANELS AND BOOKS

F9	MidgardPlus panel, settings, guide
F8	Leaderboard
J	Saga Book
O	Achievement goals
F10	Move HUD pieces
Insert	Diplomacy and realms
Left Alt + I	Item and recipe browser
Left Alt + U	Upgrade tree
Left Alt + J	Megin book

COMPANIONS AND TAMES

E	Follow or stay, hold for the bag
V	Unarm a companion
Left Alt + H	Lead every tame
Left Alt + T	Tame window
U	Whistle your mounts
G	Hitch a cart

SAILING AND VOICE

Left Alt + Y	Drop or raise the anchor
Left Shift	Surtling boost while steering
G	Harpoon: reel
H	Harpoon: cut the line
N	Push to talk
Left Alt + V	Agree to rest

BUILDING

F6	Build camera
F7	Plan mode
H	World grid
Left Shift + H	Grid size
Left Shift + J	Zone borders
B	Excavation, pickaxe out
Home	Next snap point
Keypad 8 / 2	Tilt forward or back
Keypad 4 / 6	Roll left or right
Keypad 5	Stand it straight
Keypad 9	Rotation step
Keypad 7	Lie flush with a surface
Page Up / Page Down	Raise or lower
Keypad Plus / Keypad Minus	Piece bigger or smaller
[/]	Area narrower or wider
= / -	Area longer or shorter
Y	Waterproof a piece
T	Swap gear with a stand
Left Alt + K	Who may use it

ENCHANTING TABLE

R	Reroll marks
Left Shift + R	Raise a step
C	Lift a curse
Left Shift + F	Focus a piece

LANTERN RING AND COMBAT

Left Alt + 1	Ring powers, up to Left Alt + 0
Left Alt + R	Great power
Left Alt + F	Fly or land
Mouse 3	Legendary form, hold for the finisher
Mouse 2	Bow zoom while drawing
Left Alt + 1	Quiver ammo 1 to 4, bow out
Left Alt	Hold while equipping: off hand
Left Ctrl	Dive while swimming

BASE AND BAG

Left Alt + O	Station window and queue
Left Alt + P	Pause a station
Left Shift	Hold on a station: fill it up
Left Alt + N	Name a chest
Left Alt + L	Label a chest
Delete	Trash, press twice
End	Recycle
Left Ctrl	Transmog, right click a piece
Left Shift	Paint, right click a piece
Left Alt	Click an item: favourite

Every key can be changed in F9, Keys. **Mouse 3** is the middle button, **Mouse 2** the right one. Empty to begin with, so bind the ones you want: quick stack, sort, store all, restock, quick slots, quick food, item magnet, dodge, ping, copy piece, blueprints, the companion and tame wheel, the fish journal, the damage meter and the Megin powers.

EXPLORING

Places worth the walk

There's always something over the next hill. These add places to find, stones to read and a few tools so you know where you are.

WHAT YOU GET

- World finds: forgotten caches with a scratched map to the next one, abandoned camps with a note, and old coin hoards in the forest and swamp.
- Saga stones that tell the MidgardPlus saga, and the Red One's Rest, a rare shrine with a chest worth finding.
- A compass bar, the name of each biome as you walk in, and a weather forecast under the clock.
- The hip lantern lights the ground around you from a utility slot, so your hands stay free.
- Carried maps you draw at a cartography table, with roads you paint on yourself. The living map shows your world as it is now.
- The Exploration skill: the more map you uncover, the further you see. Worn paths turn into dirt tracks where you walk a lot.

HOW TO USE IT

- World finds, saga stones and villages only fill land nobody has visited yet. Start a fresh world, or ask your admin for **New places in old worlds**.
- Hip lantern: 2 bronze, 4 resin and a surtling core at the forge.
- Use leather scraps on a cartography table to take a map. Hold **Left Alt** and drag on it to paint a road.

TURN IT ON

Launcher card: Exploring. Or pick All of Midgard.

World finds	Features
Saga stones	Features
Compass	Display, hints and keys
Biome notices	Display, hints and keys
Weather forecast	Display, hints and keys
Hip lantern	Features
Carried maps	Features
Paint roads on carried maps	Features
needs Carried maps	
Living map	Display, hints and keys
Exploration skill	Features
Worn paths	World
New places in old worlds	World

BUILDING

More pieces, freer placing

The hammer gets a lot more to place and a lot more ways to place it. Every set starts off, so switch on the ones you want.

WHAT YOU GET

- Glass panes, round towers, curved walls and arches, plus the game's own Dvergr and black marble pieces in your hammer.
- **New in 1.56.** Darkwood walls, floors and a stair, flamelmetal pillars at three angles, flat roofs in five materials and half and quarter roofs.
- Free rotation to tilt and roll, and raise or lower a piece before you place it.
- **New in 1.56.** Piece scaling makes the next piece bigger or smaller, and loose placement puts pieces right through walls and floors.
- Copy a piece by aiming at it, paint what you built, and save a whole build as a blueprint.
- Pressure plates that open doors, lifts, and doors that open as you walk up and close behind you.

HOW TO USE IT

- **Keypad 8 2 4 6** tilt and roll, **Keypad 5** stands it straight, **Keypad 9** changes the step. **Page Up** and **Page Down** raise and lower.
- **Keypad Plus** and **Keypad Minus** size the next piece. **Home** steps through a piece's snap points.
- Hold **Left Shift** and right click a built piece with the hammer to paint it.
- **[** and **]** make a build area narrower or wider, **=** and **Minus** longer or shorter.

TURN IT ON

Launcher card: Building. Or pick All of Midgard.

Glass and round pieces	Features
Dvergr and marble pieces	Features
Darkwood and angled flamelmetal pieces	Building NEW
Flat and small roof pieces	Building NEW
Free rotation	Building
Raise and lower pieces	Building
Piece scaling	Building NEW
Loose piece placement	Building NEW
Copy piece with the hammer	Building
Building painting	Display, hints and keys
Blueprints	Building
Pressure plates	Building
Lifts	Building
Doors open as you walk up	Building

BUILDING

Tools for big builds

For when the base gets serious: a camera to plan with, a grid, digging in exact shapes and water that flows.

WHAT YOU GET

- **F6** build camera: fly round your build and take no damage. **New in 1.56.** It can pick up items, and Escape drops you back.
- **F7** plan mode: every piece is a free blue ghost, and a builder companion raises it from your chests.
- **H** world grid, **Left Shift + H** grid size, **Left Shift + J** zone borders so a base doesn't sit across a loading line.
- **B** with a pickaxe opens excavation: pits, trenches, mounds, ramps, stairs and flat ground. **New in 1.56.** A smooth ramp.
- Flowing water and waterfalls. Dig a hole, drop a water source and it fills. Waterproof a piece with tar or resin on **Y**.
- Creative building: build for free, without support, and inside caves and crypts.
- **New in 1.56.** With the hammer out, a line under the crosshair says if wild creatures can spawn where you aim.

HOW TO USE IT

- Plan mode needs a builder companion to raise the ghosts, so turn on Companions too.
- Hold the height scroll key and turn the wheel to set where the hoe works. It starts empty.



TURN IT ON

Launcher cards: Building, Creative building. Or pick All of Midgard.

Build camera	Building
Builder plans	Building
World grid	Building
Zone borders	Building
Excavation	Features
Flowing water	Building
Waterfalls	Building
Waterproof pieces with tar or resin	Building
Show where creatures spawn	World NEW
Free building	Building
Ignore structural stability	Building
Build in caves and crypts	Building

BUILDING

Workshops and construction sites

NEW IN 1.56

Four workshops where you put gear together from parts, and building sites that rise in stages while everyone chips in.

WHAT YOU GET

- The weaponsmith's bench, the armourer's bench, the alloy furnace and the carpenter's bench, each with one upgrade you build beside it.
- Swords, axes, maces, spears, bows and armour from parts. The materials set the numbers, and you see them before you make it.
- The alloy furnace makes steel and darksteel bars, and boss trophies go in as fittings with a small bonus.
- Construction sites: a hut or a stone wall with a gate shows as a ghost, then rises in four stages as the materials come in.
- Jarl's Bench with its rune stand, enchanting altar, legend anvil and altar bench keeps our recipes off the game's tables.

HOW TO USE IT

- Put the site board down near a carpenter's bench. Use the board or any ghost to hand in materials. Anyone can help.
- Corked vials can be made from crystal at the forge.



TURN IT ON

Launcher card: Crafting workshops. Or pick All of Midgard.

Part crafting NEW	Production
Construction sites NEW	Building
MidgardPlus stations	Production
MidgardPlus stations take the basics needs MidgardPlus stations	Production
Corked vials from crystal NEW	World
Hildir loom	World

FARMING AND COOKING

Fields that look after themselves

Planting guides, bulk harvest and timers on everything, so a farm is a nice thing to have and not a chore.

WHAT YOU GET

- A ghost on every spot your cultivator will plant, a ring that shows the room a crop needs, and snapping to the nearest good spot.
- Bulk harvest: hold **Left Shift** while you pick and everything ready close by comes too. Replant after harvest puts a seed straight back.
- Grow timers on crops and bushes, and a fermenter timer that says when the mead is ready.
- A seed bed that grows anything anywhere, crops in any biome, and berry bushes, mushrooms and thistle you can plant.
- Trees you fell replant themselves. **New in 1.56.** Two bone fragments push a young crop a quarter of its grow time ahead.
- Farming and Cooking count for more: extra crops, richer food and a faster fermenter.
- Food, seed and meat barrels, mead barrels, and Bog Witch spices you learn to grind yourself.

TURN IT ON

Launcher card: Farming and cooking. Or pick All of Midgard.

Planting preview	Display, hints and keys
Planting guide	Display, hints and keys
Planting snap	Display, hints and keys
Bulk harvest	Production
Replant after harvest	Production
Show grow timers	Display, hints and keys
Fermenter timer	Display, hints and keys
Seed bed	Production
Plant anything	Features
Crops grow in any biome	Production
Felled trees replant themselves	Production
Bone meal fertilizer NEW	Production
Farming skill bonuses	Features
Cooking skill bonuses	Features
Food barrels	Features
Mead barrels	Features

FARMING AND COOKING

Stations that run themselves

Let the chests do the hauling. Smelters, kilns, fires and ovens feed themselves and put what they make away.

WHAT YOU GET

- Stations fuel themselves: smelters, kilns, fires, ovens and cooking stations take what they need from chests close by.
- Smelters fill nearby chests, so the bars go back in the chest. A kiln feeds a chest that feeds the furnace.
- Station queues: tell a smelter 20 copper then 20 tin, or a cooking station 10 deer meat and then stop.
- **New in 1.56.** A window for each kind of station: on or off, how far it reaches and what it may take, so raw meat stays raw for the recipes that need it.
- Quick fill: hold **Left Shift** on a station and it fills to the top. Your chests chip in when your bag is empty.
- Timers on smelters and kilns, ovens that never run out of wood, and candles you can refill.

HOW TO USE IT

- Look at a station and press **Left Alt + O** for its window, **Left Alt + P** to pause just that one.
- Name a chest with **Left Alt + N** and it becomes the place that item goes.

TURN IT ON

Launcher card: Farming and cooking. Or pick All of Midgard.

Stations fuel themselves	Production
Stations fuel themselves by kind NEW	Production
Station queues needs Stations fuel themselves	Production
Smelters fill nearby chests	Production
Stations use nearby chests	Chests and containers
Quick fill stations	Chests and containers
Production timers	Display, hints and keys
Infinite oven fuel	Production
Refill candles	Production
Chest names	Chests and containers

TAMING

Tame more, keep them happy

More animals to tame, ropes to calm them, and pens that look after them while you're out.

WHAT YOU GET

- Tame deer, hares and necks. With Tame any creature, big beasts and flyers from other mods too.
- Taming ropes hold a wild one still and jump its taming ahead. Stronger ropes come with Taming rope tiers.
- Labels show taming progress and breeding, and Show tame info says what it eats and which saddle it takes.
- Tame skills that grow, pass to babies and sometimes mutate. Tames get on with life while you're away.
- Pen pieces like a tame feeder and a water trough, and hungry tames eat from chests close by.
- **New in 1.56.** The grudge rope tames on the spot, even mid fight, but the pet never forgives you. A tame feast from the cauldron helps babies grow and wild ones tame.

HOW TO USE IT

- **E** makes a tame follow or stay. **Left Alt + H** leads every tame around you.
- Look at a tame and press **Left Alt + T** for its window.

TURN IT ON

Launcher card: Taming animals. Or pick All of Midgard.

Tameable deer	World
Tameable hares	World
Tameable necks	World
Taming ropes	Features
Show tame info	Display, hints and keys
Show taming progress	Display, hints and keys
Tame skills	World
Tame pen pieces	Display, hints and keys
Tames follow through portals	Display, hints and keys
Tames only die to the butcher knife	Display, hints and keys
Grudge rope NEW	World
Tame feast NEW	World

TAMING

Hjarðmaðr, the tamer steward

NEW IN 1.56

A viking you build who keeps the books on every tame you own, wherever it wandered off to.

WHAT YOU GET

- Build him with the hammer, furniture tab: 20 wood, 8 leather scraps and 4 deer hides at a workbench.
- Press **E** on him. He lists every tame you own anywhere, with name, kind, stars, health, how far and which way.
- Mark opens the map right on that tame, or marks all the far ones at once.
- Breeding on or off for each kind, so the boars stop and the wolves keep going. Hosts can cap each kind with **Breeding caps**.
- Tames you tame, breed or hatch while he's on are yours. Old ones become yours when you tell them to follow you.
- Big tames keep their distance, so a troll stops shoving you. Fed tames leave dung the cauldron turns into pungent pebbles.



TURN IT ON

Launcher card: Tames and companions that listen. Or pick All of Midgard.

Tamer steward	NEW	World
Breeding caps	NEW	World
Big tames keep their distance	NEW	Display, hints and keys
Tame labels from afar	NEW	Display, hints and keys
Tame dung	NEW	World

TAMING

Saddles, mounts and barding

Ride what you tamed, fight from its back and dress it for war.

WHAT YOU GET

- Ride wolves and boars. The wolf saddle comes from a level 2 workbench, the boar saddle from the workbench.
- Mounts grow by riding up to level 5. **U** whistles every mount you last rode within 150 m.
- Fight from the saddle: swing your own weapon or draw your bow. Ride any tame big enough, and a troll on its back.
- Pet packs carry your loot. **New in 1.56.** Saddle bags fit deer, trolls and big tames too.
- **New in 1.56.** Barding you can see: light from a level 3 workbench for wolves, boars and deer, heavy from the forge for trolls, lox and asksvin.
- **New in 1.56.** Mounts bite back, and each kind has a trick: wolves heal from bites, boars knock foes back, deer jump cheaper, trolls stagger easier.

HOW TO USE IT

- Use the saddle on your tame, then look at it and press **E** to climb on. If a saddle won't go on, it tells you why.



TURN IT ON

Launcher card: Saddles and barding. Or pick All of Midgard.

Mounts	Features
Fight from the saddle	Features
Ride any tame big enough needs Mounts	Features
Troll shoulder ride needs Mounts	Features
Pet packs	Features
Mount barding NEW needs Mounts	Features
Mounts fight back NEW needs Mounts	Features
Mount traits NEW needs Mounts	Features

COMPANIONS AND VILLAGE

Companions

A crew that fights, gathers, builds and gardens beside you, and levels up while it does.

WHAT YOU GET

- Four horns at the workbench call a warrior, a gatherer, a builder or a gardener. A fifth calls a healer.
- They level up, wear the gear you give them, keep it, follow you through portals and take a seat on your ship.
- Companion jobs: lead one to a Garden sign or a kitchen, crouch and press **E**, and it works there.
- The barracks, a sturdy table in the hammer's furniture tab, lists every companion, where they are and what they wear.
- **New in 1.56.** A gear window with every slot, saved loadouts and a best gear button. Pick each companion's body: Viking, Dverger or Fuling.
- **New in 1.56.** Playing alone, your companion pulls you up when you go down. Their armour can count, and cooks never choke on smoke.

HOW TO USE IT

- **E** tells one to follow or stay, hold **E** for its bag. **V** puts its weapons away.
- Crouch and blow a horn to send them home.

TURN IT ON

Launcher card: Companions and a village. Or pick All of Midgard.

Companions	Features
Healer companion	Features
Companion levels	Companions
Companions keep their gear	Companions
Companion jobs needs Companions	Features
Companions crew ships needs Companions	Companions
Companion map icons	Display, hints and keys
Companion body per companion NEW	Companions
Companion armour protects NEW	Companions
Companions revive you NEW needs Revive downed players	Player
Companions shrug off smoke NEW	Companions

Orders, work areas and the Hall Board

NEW IN 1.56

Give the whole household its orders from one wheel, keep workers where you want them and let the base run itself.

WHAT YOU GET

- One wheel for companions and tames: follow, stay, guard here, go to a marker, change jobs, ride, dismiss. Look at one to order it alone, or at nothing to order everyone close.
- The household list shows everyone close by with their job, health, mood and what they're up to, and why one stands idle.
- Work area markers: workers stay inside the ring and only use the chests in it. Set one to pasture and your tames graze and breed there.
- Work stones for a mine or a logging spot: 6 stone and 1 resin, no workbench needed.
- The Hall Board: write your base's jobs on it, like torches at dusk or 40 iron bars then stop. Companions take the ones that fit them.
- The Bryti: hire the old Norse steward at your board for 50 coins. He does lights, fuel, feeders and hauling for a daily wage.

HOW TO USE IT

- Bind **Companion and tame command key** in F9, it starts empty. The wheel is on the MidgardPlus radial page too.
- **E** on a marker picks who works there and how far the ring reaches. **Shift + E** sends everyone following you there.

TURN IT ON

Launcher card: Tames and companions that listen. Or pick All of Midgard.

Companion and tame commands NEW Companions

Companion and tame command key: empty NEW Keys

Work area markers NEW Companions

Hall Board NEW Companions
needs Companions

Bryti NEW Companions
needs Hall Board

MAGIC AND THE LANTERN RINGS

The Lantern Ring

One ring for each player, seven colours, ten powers and a great one. Every colour flies.

WHAT YOU GET

- After Eikthyr, Hugin points you to the ring altar under a pillar of light. Beat its guards and the ring is yours.
- Three questions from the old tales pick your colour. The Last Bearer walks you through the rest.
- Fill it at your rune hearth, built next to a stonecutter. Your first one is free.
- **New in 1.56.** The ring follows your bosses, level 2 after Eikthyr up to 10 after Fader, and its powers open level by level.
- **New in 1.56.** A ring battery carries a full charge on the road, and the ring is bigger on your hand.
- Swear the ring oath out loud at your hearth, feed a friend's power and land team attacks with other colours.

HOW TO USE IT

- Powers on **Left Alt + 1** to **0**, the great power on **Left Alt + R**.
- Double jump or **Left Alt + F** to fly, hold run to boost. **E** at the hearth fills the ring.



TURN IT ON

Launcher card: Magic and the Lantern Rings. Or pick All of Midgard.

Lantern Ring	Features
Lantern Ring powers needs Lantern Ring	Features
Lantern Ring flight needs Lantern Ring	Features
Lantern Ring grows needs Lantern Ring	Features
Lantern Ring armour glow needs Lantern Ring	Features
Ring battery NEW needs Lantern Ring	World
Ring oath needs Lantern Ring, Proximity voice	Features
Ring support needs Lantern Ring powers	Features
Ring team attacks needs Lantern Ring powers	Features

Enchanting, runes and loot marks

Gear that drops with marks on it, a table to work them, and runes to set in the sockets.

WHAT YOU GET

- Loot rarity: gear can drop Magic, Rare, Epic or Legendary, each with one more mark than the last.
- The enchanting table rerolls marks, lifts a piece a step and takes curses off.
- Rune sockets for the elder runes, spell marks that carry a staff attack, and focus runes for them.
- Loot sets from bosses with powers at two, three and four pieces. Sleeping marks that wake as you fight.
- **New in 1.56.** Protection marks: a little fire, frost, poison, lightning or spirit resistance from Rare up.
- Haldor and Hildir sell sealed bundles. Running another loot mod? **Another mod handles loot rarity** lets it take over.

HOW TO USE IT

- At the table hold **R** and click a piece to reroll, **Left Shift + R** to raise, **C** to lift a curse, **Left Shift + F** to focus.

TURN IT ON

Launcher cards: Magic and the Lantern Rings, Legendary weapons. Or pick All of Midgard.

Loot rarity	World
Loot rarity names needs Loot rarity	World
Loot rarity glow needs Loot rarity	World
Enchanting needs Loot rarity	World
Rune sockets needs Loot rarity, Enchanting	World
Spell marks needs Loot rarity	World
Focus runes needs Enchanting, Spell marks	World
Loot sets needs Loot rarity	World
Marks awaken needs Loot rarity more marks	World
Protection marks NEW needs Loot rarity, Loot rarity more marks	World
Haldor gambles needs Loot rarity	World
Another mod handles loot rarity NEW	World

JARL WEAPONS

Jarl weapons

Weapons named for the Jarls who back MidgardPlus, each with its own element, powers and a finisher. They used to be called Supporter legends.

WHAT YOU GET

- After Eikthyr, Hugin starts telling rumours, and the map shows a circle where one sleeps.
- With Legendary caches on, each waits in a guarded chest. Everyone who opens it gets their own copy, once.
- It starts dormant. Hold it while a boss you fought dies and it wakes in the boss's blood.
- Kills grow it, and its powers wake in stages: the shot, the secondary, the combo, the big area hit and the charged special.
- **New in 1.56.** Legendary balance starts on Progression, so they keep pace with the game's own weapons. A full one keeps growing a little up to 1200 kills.
- **New in 1.56.** Bigger full bar attacks: every charged special lands with a 10 to 13 m blast, a ring and a mark on the ground and a short shake, still easy on the eyes.

HOW TO USE IT

- Full bar: hold the **Legendary form key** for the finisher, tap it to switch a weapon with two forms. Himindreki uses a half second hold of its secondary attack instead.
- Admins can type midgardplus legend where to see what drops one in this world.



TURN IT ON

Launcher card: Legendary weapons. Or pick All of Midgard.

Jarl weapons in loot	World
Legendary rumours needs Jarl weapons in loot	World
Legendary rumours on the map needs Legendary rumours	World
Legendary caches needs Jarl weapons in loot	World
Legendary balance: Progression	World
Legendary finisher needs growth	World
Legendaries keep growing past full NEW	World

JARL WEAPONS

Jarl kits

Whole sets made with the supporters who asked for them. Every piece has a power, and the full set wakes more.

WHAT YOU GET

- Odin the Red's Alföör with Gungnir, Trajan's Úlfheðnar, Sajakain's Sköll and Hati, Tera's Jarðvörðr and Superdestructo's Sparkleguard.
- **New in 1.56.** Jack's Drekarbrynja ships built in, and the little wyrm on Jacksníðhögg is a small dark red dragon now.
- **New in 1.56.** BlackDragonDeath's Himindreki: an atgeir that turns into a scythe, with the Crown, Mail, Greaves and Wings. A full bar brings a pale sky dragon down.
- **New in 1.56.** TheBarracksRat's Húsfreyja: Sópvöndr, a war broom that turns into a mop, with the Headband, Battle Dress, Lace Greaves and Lace Cape.
- **New in 1.56.** Snugglz's Blood of the Wolf Moon. It has a page of its own next.

HOW TO USE IT

- Himindreki, Húsfreyja and the Wolf Moon drop in the Ashlands and the deep north. Admins get them with midgardplus legend.
- Some pieces have a key of their own, like the Alföör helm's ravens on 0.



TURN IT ON

Launcher card: Legendary weapons. Or pick All of Midgard.

Jarl weapons in loot	World
Legendary caches	World
needs Jarl weapons in loot	
Vault gear crafting	World

JARL WEAPONS

The Blood of the Wolf Moon

NEW IN 1.56

Snugglz's kit, Hel's Forgotten Champion. A blood kit: strike, stagger, mark them, build Fury and finish them.

WHAT YOU GET

- Garmr's Eclipse, a two handed bardiche on the battleaxe moves that bleeds what it cuts.
- Fate and Fury, twin daggers. Every fourth strike lands hard and never misses, and a curse bleeds the foe.
- The Moonfang Harness: Visage, Heartguard, Warstriders and Shroud. Wear all four for the Bloodmoon Fury bar and an 8 second trance.
- Violet runes glow on the pauldrons, warbelt and bracers, with a red Heart of the Eclipse on the chest and a lit moon on the cape.
- Every piece grows over 750 kills and its powers wake at 25, 50, 75 and 100 percent.
- A full bar on the form key throws violet shards, then Garmr's Judgment lunges in an 8 m arc.

HOW TO USE IT

- The weapons drop from Fallen Valkyries, Seekers and the black fortresses, the armour from the Mistlands, the Ashlands and the deep north.
- Run Snugglz's own standalone mod too? MidgardPlus keeps its copy out of the drops.



TURN IT ON

Launcher card: Legendary weapons. Or pick All of Midgard.

Jarl weapons in loot

World

Legendary rumours

needs Jarl weapons in loot

World

Legendary form key: **Mouse 3**

Keys

BOSS FIGHTS

Eight bosses of our own

They sit between the game's own bosses. Each waits until the vanilla boss before it is down, and Hugin marks where to call it.

WHAT YOU GET

- Mosskin after Eikthyr: lay a Mossheart on the Moss Ring in the meadows.
- Vordr of the Reeds after the Elder, at the Drowned Hearth in the swamp.
- The Gravejarl after Bonemass, at the Oath Stone sinking into the swamp.
- Ulfarr the Unfed and Hraevængr the Hallsold after Moder, both up in the mountains.
- Bokr the Ledger-Eater after Yagluth, at the Reckoning Stone on the plains.
- Thogn the Unanswering after the Queen, at the Quiet Cairn in the Mistlands.
- The Red One after Fader. He's the last test in the mod.

HOW TO USE IT

- Read the offering's tooltip. It says what goes in it and where to lay it.
- The game's own bosses stay exactly as the game made them.



TURN IT ON

Launcher card: Boss fights. Or pick All of Midgard.

Mosskin boss	Features
Vordr boss	Features
Gravejarl boss	Features
Ulfarr boss	Features
Hraevengr boss	Features
Bokr boss	Features
Thogn boss	Features
Red One boss	Features
Cinematic boss fights	Features

BOSS FIGHTS

Fairer fights, better rewards

Proper set piece fights you can read, and something to show for every kill.

WHAT YOU GET

- Cinematic fights: a title card, music, an arena and stages that change as they lose health.
- **New in 1.56.** Big moves land when you see them. Mosskin's quake goes off as his fists hit, inside a green ring, and vines and reed walls show before they rise.
- **New in 1.56.** Our bosses hold their ground instead of getting shoved round the arena, and the last stage cold bites softer.
- Boss trophies for everyone within 60 m and marks that stay on you. **New in 1.56.** The game's own five can leave a smaller mark too.
- Extra bosses: offer a boss's trophy back at its own altar and something older answers.
- **New in 1.56.** The Saga of the Red Eye, lore by jackdispade: a Saga Book chapter that writes a page as each boss falls.

HOW TO USE IT

- Boss scaling keeps a group from melting a boss, and a lone player from hitting a wall.



TURN IT ON

Launcher card: Boss fights. Or pick All of Midgard.

Boss trophies	World
Boss marks	World
Boss marks from vanilla bosses NEW	World
needs Boss marks	
Extra bosses	World
Boss scaling	World
Passive boss powers	World
Saga Book	Features
Red Hugin for MidgardPlus messages NEW	Display, hints and keys

Better ships

Anchors, upgrades and a sailing skill, for anyone who spends more time on the water than off it.

WHAT YOU GET

- Every ship carries an anchor. **Left Alt + Y** drops it and she holds where she is.
- Longship upgrades at the mast: a hinged mast, a lantern, sail colours, a tent, shields, a bigger hold and a surtling brazier.
- Surtling boost: burn cores to push on, even into the wind. **Left Shift** while you steer.
- The Sailing skill uncovers more map from the deck. A serpent alert pings when one gets close.
- A Skiff before bronze and a bigger cart, the Wain. Companions take a seat while you sail.
- **New in 1.56.** A ship lamp for the prow or the mast that never needs fuel and stays lit in the rain.



TURN IT ON

Launcher card: Sailing and the sea. Or pick All of Midgard.

Ship anchors	Water and sailing
Longship upgrades	Water and sailing
Surtling boost	Water and sailing
Sailing skill	Water and sailing
Extra ships and carts	Water and sailing
Sea serpent alert allowed	Water and sailing
Companions crew ships needs Companions	Companions
Ship lamp NEW	Features
Auto pin ships you leave needs Auto map pins	Display, hints and keys

The Shipyard and Viking ship weapons

NEW IN 1.56

Build your own ship plank by plank on the shore, then arm her the Viking way. No cannons.

WHAT YOU GET

- Build a shipyard on the shore, pick a hull and build it on the slipway: planks, deck, mast, sail, rudder, rails, cargo, benches and weapon mounts.
- Weight sets speed and turning, shown live. Launch her when she's done and save the design.
- Karve and Longship hulls, a Skiff after Eikthyr and a Knarr cargo hull after Moder. Share designs as codes.
- Three sails: wool loves the wind behind, linen points high, and the storm sail comes alive in a storm.
- She looks like what you built: planks set the wood tone, every sail has its own colour, and iron bands, kraken plates, painted shields and cargo show on her.
- Ship plank damage: hits hole the nearest planks and low holes let water in. A repair kit or a ship stores box patches her.
- Viking ship weapons: harpoons on a rope, fire pot slings, a shield wall, a dragon prow and a war horn.

HOW TO USE IT

- On a harpoon **G** reels and **H** cuts the line. Sail her back on the slipway to repair or refit.



TURN IT ON

Launcher card: The shipyard. Or pick All of Midgard.

Shipyard	NEW	Water and sailing
Ship plank damage	NEW	Water and sailing
needs Shipyard		
Sea combat	NEW	Water and sailing
Viking ship weapons	NEW	Water and sailing
needs Shipyard, Sea combat		

Ship handling and hull health

NEW IN 1.56

Ships that steer like you need them to in a fight, a crew that rows, and a hull you can watch.

WHAT YOU GET

- Ship handling: the rudder bites harder, sails set twice as fast and the keel slides less. A karve turns about 30 degrees a second, a longship about 21.
- A slow or stopped ship still turns on the oars. The skiff is quickest and the knarr heaviest.
- Battle oars: the crew rows twice as hard and keeps rowing at half sail, so a fight doesn't hang on the wind. Full sail is still fastest.
- Ship hull health: a ship only sinks when her hull hits zero, and the Kraken and raiders go easier on hulls.
- The Ship health bar shows her hull while you're aboard, and she shows scorches, broken planks and foam as she takes hits.
- Ship toughness makes every ship tougher or softer. 2 makes every hit count half.

HOW TO USE IT

- Whoever is at the helm steers from their own game, so the keys answer at once.
- With Ship handling off, the Kraken's slam waits 2 seconds, so a ship under half sail can still get clear.



TURN IT ON

Launcher cards: Sailing and the sea, Living Water. Or pick All of Midgard.

Ship handling	NEW	Water and sailing
Ship handling rudder: 1.5	NEW	Water and sailing needs Ship handling
Battle oars	NEW	Water and sailing needs Ship handling
Battle oars strength: 1	NEW	Water and sailing needs Battle oars
Ship health bar	NEW	Water and sailing
Ship toughness: 1	NEW	Water and sailing

Living Water, the Kraken and sea life

NEW IN 1.56

The sea comes alive. Go far enough out and something big comes looking for your ship.

WHAT YOU GET

- The Kraken rises far out in deep water late in the game. Or cook Kraken bait at the cauldron and use it from your ship over deep ocean.
- It fights with water jets, slams and dives, and wraps the hull until you cut it free.
- Octopus spawn swarm the deep, wrecks drift with loot, and survivors wait to be pulled aboard.
- Sea King raiders chase you once Bonemass is down. They shoot, ram, hook on and board. Board them back and the hold is yours.
- Plating, a tarred sail, a sea chest, a bow ballista and an iron ram for the longship. A companion at a ballista shoots on its own.
- Long voyages get busier, and rogue waves, whirlpools, drift ice and waterspouts fight back.

HOW TO USE IT

- Kraken bait: 4 ink, 6 chitin and 2 serpent meat at the cauldron.



TURN IT ON

Launcher card: Living Water. Or pick All of Midgard.

Living Water NEW	Features
Sea King raiders NEW needs Living Water	Water and sailing
Sea combat NEW	Water and sailing
Sea gets busier NEW needs Living Water	Water and sailing
Sea hazards NEW needs Living Water	Water and sailing

The Kraken fight

NEW IN 1.56

A fight in three stages on its own patch of sea, and an altar out on the deep to call it when you're ready.

WHAT YOU GET

- A ring on the sea and a circle on the map. It's 180 m across, then tightens to 160 and 132 m as the stages go by.
- Stage 2 at two thirds health: a storm rolls in and it grips ships, dives and calls spawn. Stage 3 at one third: double slams and the sea pulls you in.
- Its grip and slams mark where they land, so a moving ship can dodge. Cut the hull free and the eye opens for 7 seconds.
- Every part you see takes hits. Arms are weak to slash and chop, the glowing eye to everything, and the whole beast to lightning.
- Kraken sea altars: rune stone rings far out on deep ocean. After Moder, Hugin marks the nearest, and Kraken bait on the sea stone calls it right there.
- The spoils float up in two crates once it sinks. It loads on dedicated servers too.

HOW TO USE IT

- Sail more than 260 m away for two minutes and it sinks away. Admins can show the hitboxes with midgardplus sea hitbox.



TURN IT ON

Launcher card: Living Water. Or pick All of Midgard.

Kraken sea altars NEW	Water and sailing
needs Living Water	
Kraken health: 16000 NEW	Water and sailing
needs Living Water	
Kraken damage: 125 NEW	Water and sailing
needs Living Water	

FISHING

Rod fishing

NEW IN 1.56

A bite becomes a fight. It's easy going to start with, and there's a real scrap in it if you want one.

WHAT YOU GET

- Hold block to reel and let go to give line. Keep the line in the gold zone.
- Steer against runs with **A** and **D**, and let go when it jumps. Too tight and it snaps, too slack and it throws the hook.
- New fish in every biome with records and legends. Legendary fish fight in three rounds and only bite at fishing spots, where ripples and gulls are.
- Make and upgrade your rod at the workbench. Keep a small fish on the hook as live bait for a bigger one, just crouch as it lands.
- Fishing difficulty starts on Relaxed, so a common fish is in your bag in 5 to 10 seconds. Tap to reel and steer assist help sore hands.

HOW TO USE IT

- Your Fishing skill widens the gold zone.



TURN IT ON

Launcher card: Rod fishing. Or pick All of Midgard.

Fishing minigame	NEW	World
Fishing difficulty: Relaxed	NEW	World
needs Fishing minigame		
Fishing tap to reel	NEW	World
needs Fishing minigame		
Fishing steer assist	NEW	World
needs Fishing minigame		
Fishing rewards	NEW	World
needs Fishing minigame		

FISHING

The journal, the dishes and the deep

Everything you catch counts for something, at home and out at sea.

WHAT YOU GET

- Every catch goes in your fish journal with your biggest. Hang your best one on a trophy plaque.
- **New in 1.56.** Fish recipes: thirteen dishes and two feasts from legendary fillets. None beats the best food of its biome.
- **New in 1.56.** Fishing rewards: two small fish at once, amber or coins from a perfect catch, and gifts for new kinds.
- **New in 1.56.** With Living Water on: deep sea fish, nets and trawls for ships, crab pots and bottles with wrecks in them.
- **New in 1.56.** Fish next to friends and a shoal can come up for everyone. A server can hold a derby day with coins for the top three.
- Spearfishing with spears and arrows, diving on **Left Ctrl**, and a Swimming skill that pays.

HOW TO USE IT

- The journal is in the Saga Book, or bind **Fish journal key** in F9.

TURN IT ON

Launcher cards: Rod fishing, Diving and spearfishing. Or pick All of Midgard.

Fish recipes NEW needs Fishing minigame	World
Fishing derby every: 0 NEW	World
Fish journal key: empty NEW needs Fishing minigame	Keys
Spearfishing	World
Underwater diving	Player
Swimming skill rewards	Player

FACTIONS AND VILLAGES

Villages

Folk who live in your world, trade with you, gossip and grow.

WHAT YOU GET

- Hearthguard villages in new land, one near where you wake. Villagers talk, trade and hand out work.
- Ask about the place or for news of places nearby, and get a search circle on your map.
- One errand a day: bring goods, clear a camp or stand with them at a raid. The trader's purse pays, and it buys from you too.
- Villages grow day by day, faster when you trade there and help in a raid.
- **New in 1.56.** Villages in every land: stilt villages over the swamp, mountain halls, timber forts, Dvergr outposts, ashlands fortresses and ice halls, each with its own trade, work and raids.

HOW TO USE IT

- Press **E** on a villager to talk.
- A lore stone keeps each village's saga.



TURN IT ON

Launcher card: Factions and villages. Or pick All of Midgard.

Village	World
Village near the start	World
Village folk talk needs Village	World
Village rumours mark the map needs Village folk talk	World
Village trader buys from players needs Village	World
Village growth needs Village	World
Villages in every biome NEW needs Village	World
Villages in every biome in explored land NEW needs Villages in every biome, New places in old worlds	World

FACTIONS AND VILLAGES

Villages everywhere, styles and realms

NEW IN 1.56

Many more villages, folk who come home after a raid, villages that don't all look the same and kingdoms that fight over them.

WHAT YOU GET

- Many more fit: a new world gets nearly all of its villages now, with 20 hamlets, 15 towns and 10 strongholds under Village tiers.
- Every land has its own: stilt villages in the swamp, mountain halls, plains forts, Dvergr outposts, ashlands fortresses and ice halls.
- Village folk come back: on Respawn a fallen villager comes home with the same name, face and job. On Immortal they get knocked down and run but never die.
- Village styles: longhouse, highland, stilt and fort folk next to the old look, each with its own walls, roofs and layout.
- Realms: named realms with a jarl, a colour and a banner share the villages, go to war, make truces and make peace.
- War bands march on enemy villages and show on the map. Be there and pick your side. Your standing moves prices and errands.

HOW TO USE IT

- **Insert** opens the realm window, or type realms in the console. midgardplus places catchup looks for room for missing villages.

TURN IT ON

Launcher card: Factions and villages. Or pick All of Midgard.

Village tiers needs Village	World
Village folk come back: Off NEW needs Village	World
Village folk return after: 10 NEW needs Village	World
Village styles NEW needs Village	World
Realms NEW needs Factions raid each other, NPC factions, Village	World
New places in old worlds	World

FACTIONS AND VILLAGES

Factions, oaths and sieges

Pick a side, or play them off against each other.

WHAT YOU GET

- The Hearthguard and the Ashen Host, and with More factions the Wolf Clans, the Sea Kings and the Troll Kin.
- Swear an oath at a village banner. Their villages give you better prices and their fighters stand with you.
- Use an enemy banner twice to sound the war horn: waves of defenders, a champion, then a reward chest.
- Diplomacy: trade agreements, pacts, alliances, tribute or war.
- Factions raid each other's villages, and when you get rich they get envious and come for your base.
- Upgraded sieges with a war horn warning, seasonal raids, rewards and a defense score. The war horn shrine calls a horde when you want one.

HOW TO USE IT

- **Insert** opens diplomacy, and F9 has a Factions page. **Shift + E** at the banner renounces an oath.

TURN IT ON

Launcher card: Factions and villages. Or pick All of Midgard.

NPC factions	World
Faction fame needs NPC factions	World
Faction oaths needs NPC factions, Village	World
More factions needs NPC factions	World
Factions raid each other needs NPC factions, Village	World
Faction diplomacy needs NPC factions, Faction fame	World
Settlement assaults needs Faction oaths, Upgraded sieges	Combat
Upgraded sieges	Features
War horn shrine needs Upgraded sieges	Combat

HARD SURVIVAL

Hard survival

Seasons, cold winters, fires to light and a world that gets meaner as you go.

WHAT YOU GET

- Seasons: spring, summer, autumn and winter for everyone on the server, each change with its own switch.
- Cold winters in the Meadows and the Black Forest. A torch in your hand keeps the freeze off.
- Fires need lighting with a torch, a fire close by or a flint.
- Creature traits: Shielded, Hardy, Enraged and Reflective foes, and they can pay better.
- Stars follow the bosses you've beaten, dungeons grow with each boss, and gear slots unlock as you go.
- Chairs are no shelter in a fight. **New in 1.56.** Honest loot: no drops from fights nobody had a hand in.
- **New in 1.56.** Skill gates: the tougher trees, ores and crops ask for the skill first. Gentle lets you work slowly, Strict stops you.



TURN IT ON

Launcher card: Hard survival. Or pick All of Midgard.

Seasons	World
Cold winters	World
Torch keeps off the freeze	World
Fires need lighting	Production
Creature traits	Features
Stars follow bosses beaten	Combat
Dungeons grow with each boss: 0	World
Chairs are no shelter	Player
Slots unlock as you progress	Items and inventory
Honest loot NEW	World
Skill gates: Off NEW	Features

COZY

Cozy and relaxed

Dry roofs, warm fires, tidy chests and doors that open for you.

WHAT YOU GET

- Floors count as a roof, fires keep the rain off, and smoke goes up through grates and open pieces.
- Doors open as you walk up and close behind you, and double doors open together.
- House chests: a sign says what goes in. Name chests, label them and lock them so nothing takes from them.
- Dropped items tidy into chests instead of vanishing, and chests pass things to their neighbours.
- Item drawers that show what they hold, collectors for tar, feathers and guck, and candles you can refill.
- Wake up fully restored, swap gear with a stand on **T**. **New in 1.56**. Raise a tankard with a Tasty mead in your bag for a toast.

HOW TO USE IT

- **Left Alt + N** names a chest, **Left Alt + L** gives it a label from a label station.

TURN IT ON

Launcher card: Cozy and relaxed. Or pick All of Midgard.

Floors count as a roof	Building
Fires keep the rain off	Building
Smoke passes open pieces	Production
Doors open as you walk up	Building
Doors close behind you	Building
House chests	Chests and containers
Chest names	Chests and containers
Locked chests	Chests and containers
Dropped items tidy into chests	World
Item drawers	Features
Tar collector	Production
Tankard toasts NEW	Player

QUALITY OF LIFE

Handy screens

Small things that save a lot of clicks. They mix with anything else you pick.

WHAT YOU GET

- Crafting search, category tabs, a sort button and pinned recipes in gold.
- Hover stats, grow and production timers, coloured durability and food bars and an ammo count on the hotbar.
- The item and recipe browser on **Left Alt + I**: every item, where it comes from and what it makes.
- A compass, a clock, a weather forecast and red screen edges when you're low.
- Achievement goals on **O** and a death counter. **New in 1.56**. A damage meter for every fight.
- Map pin clusters, auto pins for what's worth coming back to, auto eat and buying several at once at traders.

HOW TO USE IT

- A MidgardPlus page on the radial menu puts plan mode, the camera and the panels one click away.

TURN IT ON

Launcher card: Quality of life. Or pick All of Midgard.

Crafting search	Display, hints and keys
Pinned recipes	Display, hints and keys
Hover stats	Display, hints and keys
Item and recipe browser	Display, hints and keys
Clock	Display, hints and keys
Compass	Display, hints and keys
Achievement goals needs Keep achievements	Display, hints and keys
Damage meter NEW	Display, hints and keys
Auto map pins	Display, hints and keys
Auto eat	Player
Radial menu page	Display, hints and keys
Buy several at traders	Display, hints and keys

QUALITY OF LIFE

The Hall look and the damage meter

NEW IN 1.56

A darker, cleaner screen if you want it, a Hugin you can tell apart, and the numbers from every fight.

WHAT YOU GET

- Hall interface style: dark see through panels with thin gold frames, slots that light up under the cursor and a header with your armour and weight.
- Hall crafting: a search box, category chips and recipes grouped by biome into ready and missing, with what you lack in red and a Max button.
- On the HUD the minimap gets a gold frame with a wind line and the day and time, and the hotbar keys sit on small chips.
- Red Hugin: when Hugin brings MidgardPlus news he comes deep red with a dim glow. The game's own tips keep him black.
- Damage meter: damage, damage per second, healing, damage taken and kills, fight by fight, with your companions under you.
- A breakdown by weapon, power and target, a card when a boss falls, and your group's numbers if the server shares them.

HOW TO USE IT

- Classic stays the default look, and Hall stays off next to Seneal UI. Bind **Damage meter key** in F9 to open it.

TURN IT ON

Launcher cards: Looks and HUD, Quality of life. Or pick All of Midgard.

Interface style: **Classic** NEW Display, hints and keys

Red Hugin for MidgardPlus messages NEW Display, hints and keys

Damage meter NEW Display, hints and keys

Damage meter key: **empty** NEW Keys

Damage meter shares with the group NEW Display, hints and keys
needs Damage meter

QUALITY OF LIFE

Looks, HUD, bags and slots

Your screen laid out your way, room in your bag, and armour that looks how you like.

WHAT YOU GET

- A round minimap, your character in the equipment panel, and the weapons you carry showing on your body.
- Move HUD pieces on **F10** and shrink status effects to a short list. **New in 1.56.** That list can be plain text.
- Equipment and quick slots for food, ammo and tools, with a bar on screen that shows each key.
- A backpack with up to three more rows and a coin wallet with no stack limit.
- Recycle on **End**, trash on **Delete** twice, and a repair tab at every station.
- Transmog with **Left Ctrl** and right click. **New in 1.56.** A wardrobe with every piece you ever found or crafted.

HOW TO USE IT

- Quick slot keys start empty. Bind them in F9, Keys.

TURN IT ON

Launcher cards: Looks and HUD, Bags and gear slots. Or pick All of Midgard.

Round minimap	Display, hints and keys
Character preview	Display, hints and keys
Carried weapons on the body	Display, hints and keys
Move HUD pieces	Display, hints and keys
Equipment and quick slots	Items and inventory
Quick slot bar	Items and inventory
needs Equipment and quick slots	
Backpack	Items and inventory
Coin wallet	Items and inventory
Recycling	Items and inventory
Repair tab	Items and inventory
Transmog	Items and inventory
Transmog wardrobe	Items and inventory
needs Transmog	

FEWER CHORES

Fewer chores

For when you'd rather play than haul. Each one is its own switch, so take as much or as little as you like.

WHAT YOU GET

- Craft, build and repair from the chests around you.
- Portals carry everything, ore included. Or keep it fair with tiered portals.
- Keep your gear when you die, and your food too if you like.
- Repair everything with one press, and smart skill gain gets you back to your best faster.
- Everything floats, enemy loot drops right away, and a second utility slot.
- Hammer, hoe and cultivator never wear out, and nothing wild spawns inside your wards.
- Creature fear: what's far below you runs off instead of picking a fight.

TURN IT ON

Launcher card: Fewer chores. Or pick All of Midgard.

Craft from nearby chests	Chests and containers
Portals carry everything	Display, hints and keys
Keep gear on death	Display, hints and keys
Keep food after death	Player
Repair everything at once	Items and inventory
Smart skill gain	Player
Everything floats	World
Instant enemy loot	World
Second utility slot	Items and inventory
Hammer, hoe and cultivator never wear out	Building
No spawns near wards	World
Creature fear	Combat

COMBAT MOVES

Combat moves

Dodge on a double tap, bows with weight and a few new tricks for your shield.

WHAT YOU GET

- Double tap a direction to dodge, or bind a dodge key.
- Bows get a draw weight, an aim line, a zoom on **Mouse 2** and a quiver bar on **Left Alt + 1 to 4**.
- Dual wield: hold **Left Alt** while you equip the second weapon.
- Reliable block, a weapon readout by the crosshair and a line that tells you when a sneak hit landed.
- **New in 1.56.** Tower shield bash, two handed weapons in one hand, and trophy bait you burn at a fire to call its kind.
- Whetstones to hone your blade, flashbangs that daze, and Forsaken powers from trophies on item stands.



TURN IT ON

Launcher card: Combat moves. Or pick All of Midgard.

Double tap to dodge	Display, hints and keys
Aim trajectory allowed	Combat
Bow strength	Combat
Bow zoom	Combat
Dual wielding	Features
Reliable block	Combat
Weapon readout	Combat
Tower shield bash NEW	Combat
Two handed weapons in one hand NEW	Combat
Trophy bait at a fire NEW	World
Whetstones	World
Flashbangs	Features

SKILLS AND HERBS

Skills and herbs

New skills to grow, old ones that count for more, and an herb table for foragers.

WHAT YOU GET

- New skills: Mining, Foraging, Sailing, Packhorse and Breath holding, each with its own switch.
- Building, Ranching, Exploration, Tenacity, Endurance, Vitality, Hunting, Looting and Blacksmithing. **New in 1.56.** The Eitr skill.
- The herb table brews tonics and raises Herbalist. **New in 1.56.** A hunter's tonic and a herb ward that spreads a tonic around it.
- **New in 1.56.** Norse mushrooms and herbs: Berserker's cap, Hulder's bonnet, Gravecap and Yarrow, each a short boost with a milder down side.
- Professions to master a few trades, and an upgrade tree on **Left Alt + U.**

HOW TO USE IT

- Every skill MidgardPlus adds sits in the New skills group in F9 and the launcher.



TURN IT ON

Launcher card: Skills and herbs. Or pick All of Midgard.

New skills	Features
Building skill	Features
Ranching skill	Features
Exploration skill	Features
Eitr skill NEW	Features
Herbalist skill	Features
Hunting tonic NEW needs Herbalist skill	Features
Herb ward NEW needs Herbalist skill	Features
Norse mushrooms and herbs NEW	Features
Professions	Features
Upgrade tree	World

Portals and the map

Named portals, a destination picker and a map that helps.

WHAT YOU GET

- Portal setup on **E**: a real name and a list of every portal to link to.
- The destination picker on **Shift + E** lists every portal with its biome and distance. **New in 1.56**. Pick one on the map.
- Tiered portals: Bronze, Iron and Silver. **New in 1.56**. The Black metal portal for 10 black metal.
- Carts and tames through portals, and gold lines between linked portals on the map.
- **New in 1.56**. Cartography travel: way stones from boss trophies take you from a cartography table to any spot you've explored.
- Auto pins for berries, mushrooms, dungeons, portals and ships you leave. **New in 1.56**. Turnips and onions.



TURN IT ON

Launcher card: Portals and the map. Or pick All of Midgard.

Portal setup	Display, hints and keys
Portal destination picker	Display, hints and keys
Pick a portal on the map NEW needs Portal destination picker	Display, hints and keys
Mark warded portals NEW needs Portal destination picker	Display, hints and keys
Tiered portals	Features
Carts through portals	Display, hints and keys
Portal links on the map	Display, hints and keys
Cartography travel NEW	Features
Auto map pins	Display, hints and keys
Auto pin turnips and onions NEW needs Auto map pins	Display, hints and keys
Map pin clusters	Display, hints and keys

MEGIN ADDON

Megin, the RPG add on

Megin is its own add on on top of MidgardPlus. Find Ýdalir, the hall of Ullr's hunters, pass their trials and build your own powers.

WHAT YOU GET

- Ýdalir is pinned on your map from the start. Hringvörðr, the ring warden, sets the trials.
- Carve a lot twig and cast it into Mímir's well. The water names your affinity.
- Build up to four powers yourself: a shape, an element, a trigger and modifiers. Oaths make them cheaper so you can make them stronger.
- Sit outdoors at night and Megin comes back three times as fast.
- The Megin book on **Left Alt + J** has your next step, your quests and your powers as cards.

HOW TO USE IT

- Install Megin from the launcher's Midgard add ons page. Megin 0.4.13 goes with 1.56.0.
- Swear powers at Hringvörðr, then bind them under F9, Megin. The power keys start empty.

TURN IT ON

Launcher: Midgard add ons page, then F9, Megin. Or pick All of Midgard.

The Lodge	Megin
Lodge tales	Megin
Oath runes	Megin
Hamskipti	Megin
Haldor Megin bounties	Features
needs Bounties	

PVP

Oath powers never touch another player unless the server turns that on, and even then only while you both have PvP on. They never harm buildings, ships, carts or tames.

MEGIN ADDON

Paths, contracts and Himinbjörg

Once you've sworn, there's a long road up.

WHAT YOU GET

- Five paths: Berserkr, Bogsveigir, Úlfheðinn, Hagsmiðr or Valdr, each with a gift and five perks.
- Five tiers of Megin from Neisti to Ásmegin, six stances, and mastery for every power you swore.
- Lodge quests: seven staged trials with rivals beside you, from Gestr up to Meistari.
- Máldagi, the contract board, with work for every land, plus the elders' tales and daily work.
- Himinbjörg: a tower of 200 floors. Win fights for coin, Virðing and Megin, then challenge for the high seat.
- Power damage follows your bosses: 45 before any boss, the full 180 only after the Fader. The latest powers glow in your affinity colour.

TURN IT ON

Launcher: Midgard add ons page, then F9, Megin. Or pick All of Midgard.

Megin paths	Megin
Lodge quests	Megin
Himinbjorg	Megin

HAMSKIPTI

The change of skin lets you pick a new affinity at the well, at a real price: Megin levels, your powers, coin that doubles each time and a wait of days. A path change costs coin and points too.

Playing together

Parties, guilds, shared wards and picking friends back up.

WHAT YOU GET

- Parties and guilds from the radial menu, or /party and /guild in chat: shared wards, no friendly fire and a group chat.
- Revive downed players: hold **E** on a friend to pull them up. **New in 1.56.** Downed players really stay down.
- Shared chests several of you can open at once, and loot chests that fill for each player.
- Proximity voice: talk on your mic and hear people from where they stand. Push to talk on **N**.
- Access modes on chests and doors: Private, Party, Guild or Public, on **Left Alt + K**.
- Pings on the compass, teammate beacons, and boss scaling for the size of your group.

TURN IT ON

Launcher card: Playing together. Or pick All of Midgard.

Parties	World
Guilds	World
Group members share wards	World
No friendly fire in groups	World
Revive downed players	Player
Shared chests	Features
Loot chests per player	Features
Proximity voice	World
Access modes	Building
Pings on the compass	Display, hints and keys
needs Compass	

Running a server

Saved characters, a leaderboard and tools for the admin.

WHAT YOU GET

- Everyone needs MidgardPlus, the server too, on the same minor version. 1.56.0 needs everyone on 1.56.
- The server's values win while you're connected. A lock next to a setting in F9 means the server decides.
- Server keeps characters, a leaderboard on **F8** for everyone, and Discord posts for joins, deaths and milestones.
- Settings added by updates start off, and Lock settings between updates keeps your setup from one update to the next.
- List the server in the launcher so players find it, and admin commands for admins who aren't the host.
- Step aside: when another mod does the same job, MidgardPlus sits its own version out.

HOW TO USE IT

- Players choose for themselves lets players keep their own HUD extras on your server.

TURN IT ON

Launcher card: Running a server. Or pick All of Midgard.

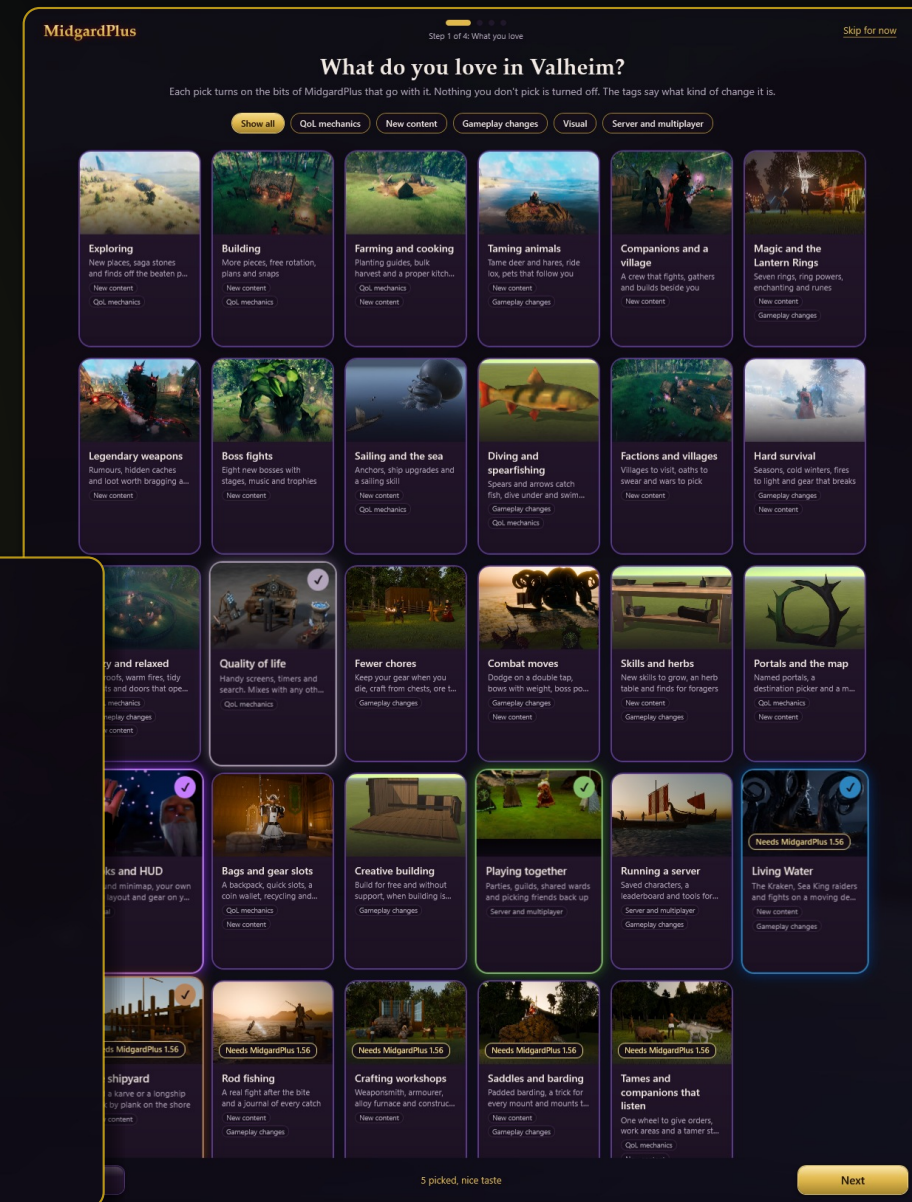
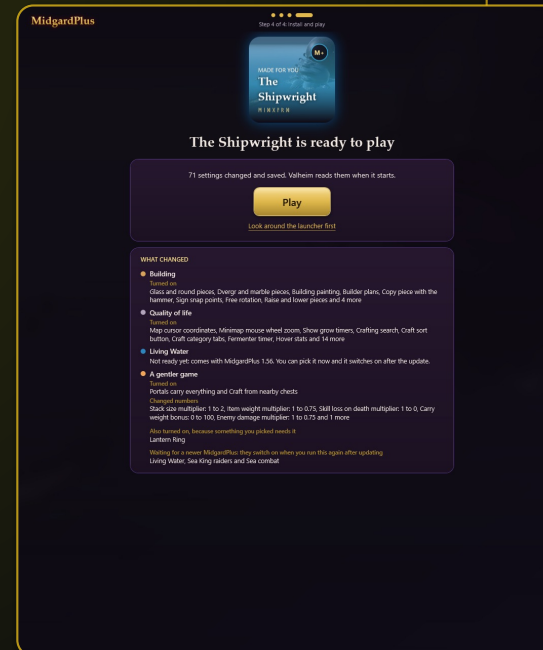
Server keeps characters	World
Server leaderboard	World
Lock settings between updates	Features
Settings added by updates start off	Features
Server controls player options	Features
List this server in the launcher	World
Admin devcommands	Display, hints and keys
Early biomes stay early	World
Step aside for other mods	Features
Post joins and leaves	Discord and server list

The launcher

The easy way in. It installs everything, turns on what you pick and starts the game with the mods loaded.

WHAT YOU GET

- Get it at midgardplus.odinthered.dev. Windows warns about an unknown publisher, so press More info, then Run anyway.
- Start here: pick cards of what you love in Valheim, say how you play, and get a setup made for you. Or pick a style like Best of MidgardPlus.
- Check my picks on Home finds every picked feature that's still off, says why and fixes it in one click.
- Mods MidgardPlus already covers: it checks your mods against 230 popular ones and swaps in ours with one click, with undo.
- Play like the server copies the last server's settings into your single player game. Undo puts yours back.
- Ideas and bugs shows everything players sent in and what happened to it. Free up space clears old versions after an update.
- The update channel gets dev builds between patches. If the game closes with an error, Home offers to send the log to #help-and-bugs.



WHERE TO GET HELP

Stuck, or found a bug?

- **The website**, midgardplus.odinthered.dev, has the launcher and the player guide, and picks your language.
- **The Discord**, discord.gg/pDMvnkHQ2B. **#announcements** has every release, **#help-and-bugs** is where bugs go, **#ideas** is for what you'd like next and **#dev-builds** has test builds between releases.
- **Posting a bug?** Say what you did and what happened, and send your log. If the game closes with an error, the launcher's Home offers to open it for you.
- **Something's missing on a server?** The admin decides. Ask for the setting by name, it's on the page for that feature.
- **Updates** come as one public patch every Sunday night, with only game breaking fixes in between.
- **The dev channel** gets the newest builds as soon as I make them. Pick Dev in the launcher's update channel, with the key from **#dev-builds**.

CREDITS

MidgardPlus and Megin by Odin the Red. Lore by jackdispade. The Jarl kits carry the names of the supporters they were made with: Trajan, Sajakain, Tera, Superdestructo, jackdispade, BlackDragonDeath, TheBarracksRat and Snugglz. And thanks to everyone who posts in #ideas and #help-and-bugs.

