

STREAMER KIT

MidgardPlus

Everything it has, and how to show it on stream.

For **MidgardPlus 1.56.0**, the sea update. Anything marked **new in 1.56** came with it.

A mod by Odin the Red. Made for the streamers who want to show the lot.

WHAT IS MIDGARDPLUS

A big Valheim mod that still feels like Valheim

- One mod that does the job of the hundreds of small ones: farming, storage, building tools, the map, tames, the HUD and loads more.
- Then the big stuff if you want it: Lantern Rings, Jarl legends, eight bosses of my own, villages in every land, companions, and a sea with the Kraken in it.
- **Everything starts off.** Install it and the game plays like vanilla until you switch on what you want.
- More than 1,500 settings, all in the launcher and the F9 panel, in English, Russian, Spanish, Portuguese and Italian.

THE SHORT VERSION

Free, made by one guy and a lot of player ideas. If chat asks where to get it: midgardplus.odinthered.dev.

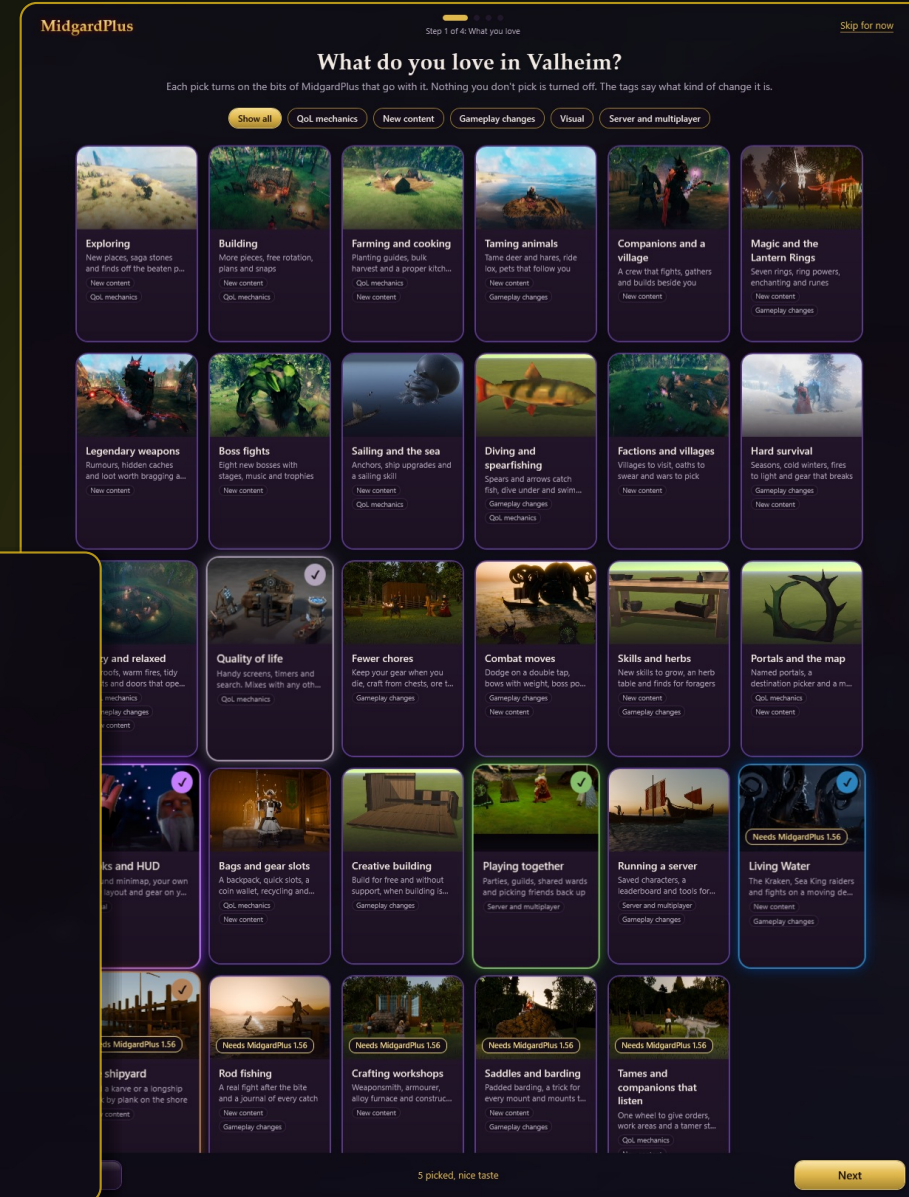
THE LAUNCHER

Tell it what you love

- **Start here:** pick cards of what you love in Valheim, answer three quick ones and get a style made for you. **Nothing you skip gets turned off.**
- Want the lot? The **Best of MidgardPlus** style turns on every feature and all the content, with the balance at vanilla and no cheats.
- **Check my picks** on Home finds anything you picked that's still off, says why and fixes it in one click.
- **Mods MidgardPlus already covers** swaps in ours for 230 popular mods with one click, and **Play like the server** copies a server's setup into single player.
- **Ideas and bugs** shows what players sent in and what happened to it, and **Free up space** clears old versions after an update.

THE PLAY FIX

Play starts Valheim through Steam with the mod loader switched on, so mods load even when another tool left it off. One public patch comes every Sunday, and the dev channel gets builds in between. If the game closes with an error, Home offers to send the log.





LANTERN RINGS

Pick a colour. Then fly.

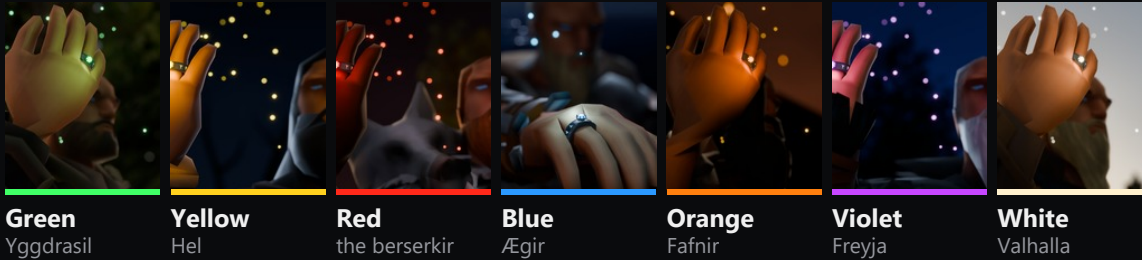
- Beat Eikthyr and Hugin points you to the ring altar. Kill its guards and the ring is yours.
- Three questions from the old tales pick your colour, from Yggdrasil's green to Valhalla's white.
- Ten powers and a great power on **Left Alt** and the number keys, and every colour flies.
- Fill it back up at your rune hearth. Your first one is free.

ON STREAM

Double jump to take off. Then swear the ring oath out loud into your mic at the hearth: the louder you swear it, the stronger you get.

LANTERN RINGS

Colours, team attacks, flight



Team attacks

Two friends with different colours cast the right pair within 6 seconds and 12 m, and it turns into one big named attack, like Bifrost Bridge or Ragnarök Dawn. 13 in all.

Flight

Every awake ring flies. Jump again in the air or press **Left Alt + F**. Hold run to boost. Run out of charge and you glide down soft.

The oath

At your own hearth press **Shift + E** and swear your colour's oath into your mic. Needs proximity voice on, and nothing you say is saved.

NEW IN 1.56

The ring grows with your bosses: level 2 after Eikthyr up to 10 after Fader, and its powers open level by level, the great power at 10. It also gets bigger on your hand so it shows on camera, with calmer lights.





JARL WEAPONS

Weapons that wake up and grow

- 40 Jarl weapons and the Jarl armour sets, named for the people who back MidgardPlus.
- Hugin's rumours tell you where each one sleeps, in a guarded cache. Beat the guards and everyone who opens it gets their own copy.
- It starts dormant. Hold it while a boss you fought dies and it wakes in the boss's blood.
- Every kill grows it: the shot first, then the secondary, the combo, the big area hit and the charged special.

ON STREAM

Fill the bar and hold **middle mouse** for the finisher, now a 10 to 13 m blast with a ring on the ground. Tap it to switch a two form weapon. They keep growing past full, up to 1,200 kills.

Supporter made sets

Each kit is made with a supporter: four armour pieces with their own powers, a set bonus, and often a weapon to match.



Trajan's Úlfheðnar

Wolf armour for the bow, with a red mantle of wolf spirits.



Odin the Red's Alföðr

Ravens that mark your foes, and Gungnir to throw.



Sajakain's Sköll and Hati

Frost and ember, the wolves that chase the sun and moon.



Tera's Jarðvörðr

Stone and root, with a buckler and a spear.



Superdestructo's Sparkleguard

A unicorn helm, glitter, and Ponies of Doom.



Jack's Drekarbrynja

Dragon scale and wings, by jackdispace.



BlackDragonDeath's Himindreki

Pearl white mail, and an atgeir that turns into a scythe.



TheBarracksRat's Húsfreyja

A battle maid with a war broom that turns into a mop.



Snugglz's Blood of the Wolf Moon

A blood kit: a bardiche, twin daggers and a Fury bar.

BOSSSES

Eight bosses of my own

Each one rises at its own altar once the vanilla boss before it is down. Hugin marks the spot. You get an intro, a title card, music, stages and a great move. The game's own bosses stay exactly as the game made them.

Mosskin

Meadows, after Eikthyr

Lay a Mossheart on the Moss Ring.

Vordr of the Reeds

Swamp, after the Elder

A Drowned Ember in the Drowned Hearth.

The Gravejarl

Swamp, after Bonemass

A Jarl's Oathring on the Oath Stone.

Úlfarr the Unfed

Mountains, after Moder

An Unfed Portion on the Feeding Stone.

Hrævængr the Hallsold

Mountains, after Moder

An Unpaid Ring on the Cold High Seat.

Bókr the Ledger Eater

Plains, after Yagluth

A Torn Ledger on the Reckoning Stone.

Þögn the Unanswering

Mistlands, after the Queen

Sound a Fourth Horn at the Quiet Cairn.

The Red One

After Fader

The Wanderer's Eye at the Red One's Rest.

NEW IN 1.56

Fairer fights. Mosskin's quake goes off when his fists land, with a green ring while he winds up, and his vines are marked before they grab. Bókr's fire ring lands on his smash and burns once. Vordr's reed wall and the Gravejarl's warband show before they rise, and every marked strike lands a beat after you see it.

VILLAGES AND FACTIONS

A world that lives without you

- Villages with folk who talk, trade and hand out errands. They grow from a hamlet to a stone stronghold.
- Five factions: the Hearthguard, the Ashen Host, the Wolf Clans, the Sea Kings and the Troll Kin, each with a capital.
- Swear an oath at a village banner, then take or free villages in an assault: three waves and a champion.
- **Insert** opens diplomacy: trade, pacts, alliances, tribute or war. Get rich and they come for your base.

NEW IN 1.56

- Villages in every land: stilt villages, mountain halls, timber forts, Dvergr outposts, ashlands fortresses and ice halls.
- Village styles, folk who come back after a raid, and realms with a jarl and a banner that go to war over villages.

ON STREAM

Use an enemy banner twice to sound the war horn and hold the square. It turns into a proper battle.

MEGIN, THE ADD ON

Build your own powers

- A separate download from the launcher's Midgard add ons page. Join Ullr's hunters at Ýdalir.
- Pass the trials, cast a lot twig into Mímir's well, and the water names your affinity.
- Build powers piece by piece: a shape, an element, and oaths that make them cheaper.
- Máldagi, the contract board, has work in every land. Then climb the 200 floors of Himinbjörg.

BEFORE YOU GO LIVE

Power keys start empty. Bind them in F9 under Megin before you go live.

A household that works for you

- Blow a horn and call warriors, gatherers, builders, gardeners and healers. They level up, wear your gear and follow you through portals.
- They keep your garden, cook, mend and keep the fires fed. The barracks table lists them all and gives orders.
- Tames follow you, come through portals and carry pet packs full of loot.

NEW IN 1.56

- One command wheel for companions and tames, and a real gear window for each companion.
- Work area markers keep workers and pastured tames inside a ring. The Hall Board runs a base with up to 16 jobs.
- Hjarðmaðr, the tamer steward, finds every tame you own and sets breeding per kind.



SADDLES AND MOUNTS

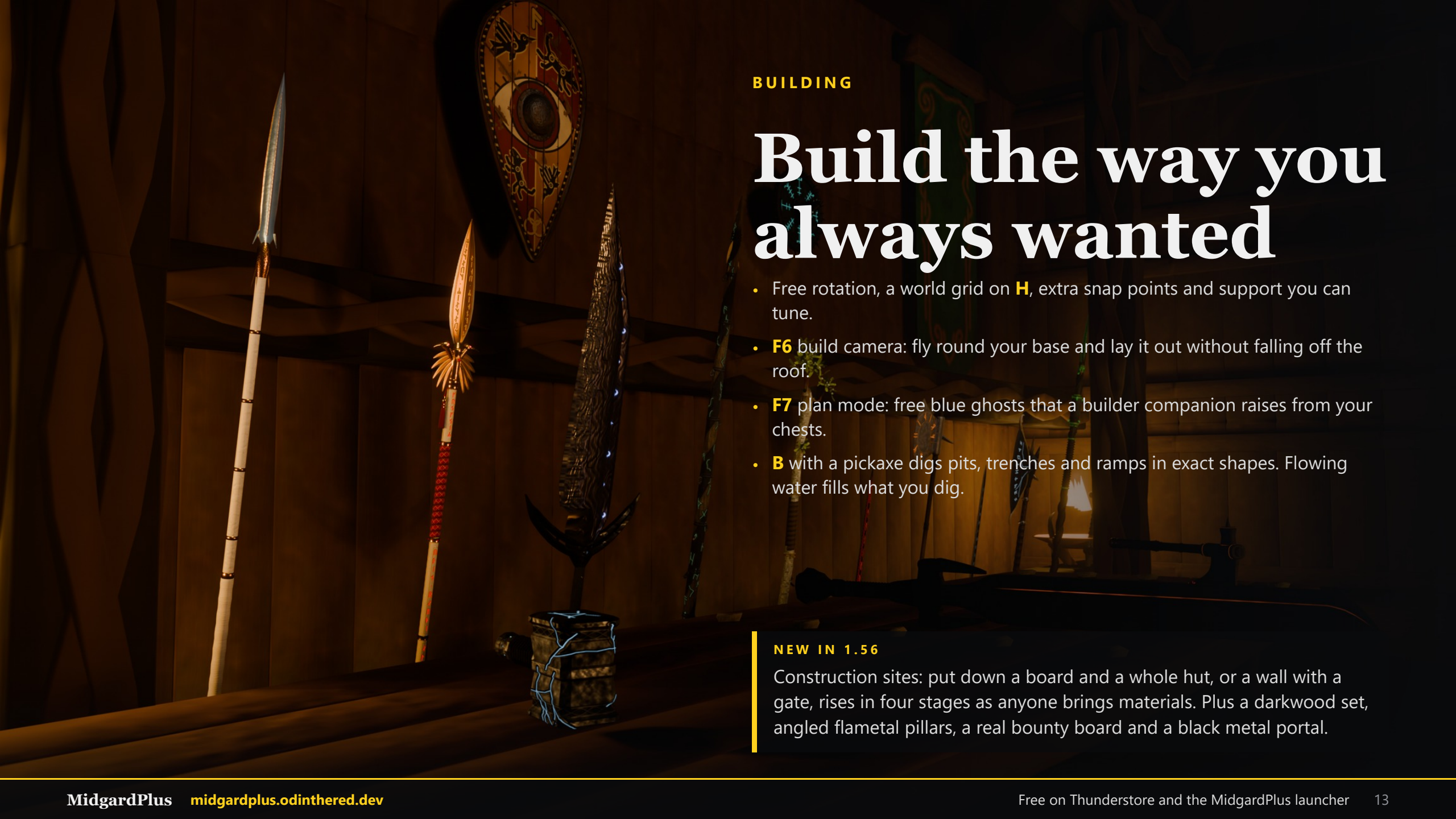
Ride almost anything

- Saddle a wolf or a boar and ride it. Turn it on and you can tame and ride anything big enough.
- Mounts grow by riding, up to level 5, and get bigger with every level.
- Fight from the saddle with your own weapon. **U** whistles your mounts over.

NEW IN 1.56

- Barding you can see: light for wolves, boars and deer, heavy for trolls, lox and asksvin.
- Mounts that bite back, keep their nerve and each have a trait.
- Saddle bags on every mount, and you step off at its side.





BUILDING

Build the way you always wanted

- Free rotation, a world grid on **H**, extra snap points and support you can tune.
- **F6** build camera: fly round your base and lay it out without falling off the roof.
- **F7** plan mode: free blue ghosts that a builder companion raises from your chests.
- **B** with a pickaxe digs pits, trenches and ramps in exact shapes. Flowing water fills what you dig.

NEW IN 1.56

Construction sites: put down a board and a whole hut, or a wall with a gate, rises in four stages as anyone brings materials. Plus a darkwood set, angled flametal pillars, a real bounty board and a black metal portal.

CRAFTING

Workshops and the forge

The enchanting table sets runes, raises a piece towards Legendary and lifts curses, and you see the result before you pay. The painter's table paints your armour and shield in two colours, and everyone on the server sees it.



Weaponsmith

Swords, axes, maces and spears from a head, a grip and fittings.



Armourer

Chest pieces, leg pieces and helmets from plates and linings.



Alloy furnace

Steel and darksteel bars for the better parts.



Carpenter

Bows from parts, and the bench for construction sites.

NEW IN 1.56

The materials set the numbers, and you see them before you make it. Boss trophies go in as fittings with a small bonus of their own.

YOUR BASE

Stations that fuel themselves

Smelters, kilns, fires, ovens and the rest take what they need from the chests around them, with nobody standing there.

EVERY STATION

Left Alt + O

Look at a smelter, kiln, cooking station or fermenter for its queue: what it takes from the chests, how much and in what order.

Left Alt + P

Pauses one station, press it again to start it up.

Turn on **Smelters fill nearby chests** too and a kiln feeds a chest that feeds the furnace.

NEW IN 1.56

The same **Left Alt + O** opens a window for that kind of station:

- **On or off** for every kind. Turn the cooking stations off and the smelters keep working.
- **Reach:** how far each kind looks for chests.
- **What it may take:** pick raw meat and it stays in the chest, raw, for the recipes that need it.
- **Just this one** for a single station, saved on it so everyone sees it.

GOOD TO KNOW

The server sets the limits, and each player can only switch kinds off or shorten them for themselves. Nothing changes until someone picks something.



LIVING WATER

The Kraken

NEW IN 1.56

- A world boss of the deep ocean in three stages. Its ring on the sea tightens, a storm rolls in and the slams come two at a time.
- Meet it far out late in the game, call it with Kraken bait from your ship, or at a rune stone sea altar Hugin marks after Moder.
- Every part you see takes hits. Cut the hull free and the eye glows: hit it hard.
- Its spoils float up in two crates, and its plates armour your hull for the next fight.

ON STREAM

It stays calm on camera: a dark ring on the water before a slam, no flashes. Bring a ballista.

Raiders, the shipyard and better ships

NEW IN 1.56



Sea King raiders

Once Bonemass is down they chase your ship, shoot, ram, hook alongside and board. Board them back and the hold is yours.



The shipyard

Build a Skiff, Karve, Longship or Knarr plank by plank. Weight sets your speed, and she looks like what you built.



Ship handling and hull health

A rudder that bites, battle oars at half sail, a hull bar aboard, and harpoons, fire pots and ballistas.

FISHING

Fishing with a real fight

NEW IN 1.56

- Answer the bite in time, then keep the line in the gold zone: hold block to reel, let go to give line, **A** and **D** to steer against a run.
- New fish in every biome by place, time and weather; up to legends like Old Mossjaw and Njord's Pride.
- Records, a fish journal, and a trophy plaque for your wall.

ON STREAM

Legendary fish only bite in fishing spots. Look for the ripples and the gulls.

The small stuff that adds up

This is where MidgardPlus started. Every one of these is its own switch.

Farming

Plant in rows, bulk harvest, replant after harvest.

Storage

Quick stack, sort, restock, and craft from the chests around you.

Hall look

Dark panels with gold frames, a better crafting window, and Hugin red for our news.

Slots

Quick slots, a trinket slot and a backpack for more rows.

Map and compass

Auto pins, true north, party beacons and a shared map.

Damage meter

Damage, healing and kills fight by fight, and a card when a boss falls.

Portals

Tiered portals with a picker. Carts and tames go through.

Your HUD

F10 moves every piece where you want it.

Lighter graphics

For older PCs. You also pick how big legendary effects look.

Ten moments that look great on camera

- 1 Take off on a Lantern Ring**
Double jump, or **Left Alt + F**. Hold run to boost.
- 2 A team attack**
Two different colours, the right pair, within 6 s and 12 m. Bifrost Bridge looks great.
- 3 Swear the ring oath**
At your hearth, **Shift + E**, then shout it into your mic.
- 4 Wake a legendary**
Hold it while a boss you fought dies. It wakes in the boss's blood.
- 5 A Jarl finisher**
Fill the bar, then hold **middle mouse**.



And five more

- 6 Summon one of my bosses**
Lay the offering at its altar for the intro and title card. Mosskin after Eikthyr is the easy first one.
- 7 Sound the war horn**
Swear an oath, use an enemy banner twice, hold three waves and a champion.
- 8 Fight from the saddle**
Saddle a wolf, ride in, swing your own weapon from its back.
- 9 Fly the build camera**
F6 and fly round your base. **F6** again drops you back.
- 10 Call the Kraken**
Kraken bait on the sea stone of a rune stone altar, or from your ship over deep ocean.



HOW TO PLAY

The short version

The full step by step guide is in this folder: MidgardPlus-How-To-Guide.pdf.

- 1 Get the launcher from midgardplus.odinthered.dev and press **Let's set you up**.
- 2 Pick the cards you love, answer three quick ones, press **Looks good**, then Play.
- 3 In game press F9. Search any setting. A lock means your server decides that one.
F9
- 4 Craft a horn at the workbench and call a companion. J opens the Saga Book.
J
- 5 Beat Eikthyr. Hugin points you at the ring altar and at Mosskin.
- 6 Follow Hugin's rumours to a Jarl weapon's cache, then bring it to a boss fight to wake it.

FOR YOUR VIEWERS

How they get it

- Go to midgardplus.odinthered.dev and grab the launcher. It picks the language for you.
- Windows says unknown publisher: press More info, then Run anyway.
- Press Let's set you up, pick what you love, press Play.
- Or search MidgardPlus in Gale, r2modman or the Thunderstore Mod Manager.
- Playing together? Everyone needs the mod, the server too, on the same version.

GOOD TO KNOW

Help and bugs: the MidgardPlus Discord, link on the site. A patch comes every Sunday night. Megin is its own download on the launcher's Midgard add ons page.

