

*Tab 1*

# The ClanGen Mod Masterlist

*(Hopefully) All Finished or WIP ClanGen mods*

*Blacklisted mods will **never be added to this list**, and I will only be adding mods that are featured in the mod-library in the ClanGen discord server.*

## Key

! : Playable  
> : WIP  
# : Continuous Updates  
+ : Standalone  
~ : Addon  
& : Low Res Sprites  
% : High Res Sprites  
- : Discontinued OR  
Hiatus  
? : Needs Help

*If you need help installing mods, feel free to ask in [this](#) channel or in the specified mod's thread.*

***Want your mod's description changed, or do you want your mod to be added to this list:***

*Contact me: @snapshotmanor on **Discord***

## Terms

**Addon** - A general category for mods, deemed by players to be any mod that instructs you to replace existing ClanGen files rather than having its own copy like Standalone versions. Represented by the ~ symbol.

**Standalone** - A mod that cannot easily be added to other mods. Always runs on its own as its own copy of the game. Represented by the + symbol.

**Low Res** - Sprites that shouldn't affect the performance of ClanGen much, as they fit within the set margin of the original ClanGen sprites. Usually not standalone. Represented by the & symbol.

**High Res** - Sprites often affect the performance of ClanGen, as they typically increase the sprite resolution. Often standalone. Represented by the % symbol.

**'Overhauls'** - Changes fundamental aspects of ClanGen. This means it usually includes two or more key features being changed. This can include (but is not limited to) sprites, patrols, species, general details, cat generation, etc.)

**Shaders** - Adds shaders to your game, added to your game like sprite mods. Shaders are base game; they're enabled in the menu settings. Adds more depths to your kitties.

**Art Addons / Overrides** - Mods the game to add / override patrol art, clan symbols, backgrounds or other art related aspects.

**Nightly** - More often than not contains a **dev** release, meaning the mod runs off of **dev** and is not **stable**. A per-commit build of a project. Often contains **Source**, but can also include **Applications**.

**GitHub** - Where the **source code** is stored. Mod creators typically use the releases page (i.e [ClanGenOfficial](#), which is ClanGen's releases on Github) for their stable releases.

**Source** - The code for ClanGen. Takes a few extra steps due to having to install Python/Thonny, as well as Poetry.

## **Mod 'Etiquette'**

1. If you intend to merge a mod into another, **please** ask the mod creator(s) first. This is the kind thing to do, and if you like someone's mod, doing so will show you respect their work.
2. Do not edit mods without permission. Again, this is out of respect for creators.
3. If you intend to host CaCs with mod(s) used, make sure to credit the mod and that mod's creator accordingly. **Links are not required**, but would be preferred.

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### ***Modding Resources***

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## ***Sprite Mods***

***!~ & Naturalistic Eyes Expansion*** - Created by @towhee (ID: 371491618429206538) (Thread: [NEE Thread](#)) (Download: [See Thread](#))

*This mod is an addon for **Dev Source**. Adds 54 new and different eye colors.*



*Eye Expansion Sprite Example*

**! # ~ & % Beetle's More Eyes** - Created by @beetle7151 (ID: 726413479438712926) ([BME Thread](#)) ([Download: Beetle's More Eyes](#))

*A low-res (and high-res, they have edits for other sprite mods too!) mod that adds additional eye colors.*



*BME Sprite Example*

**! ~ & Myst's Eye Colors** - Created by @mystmoon333 (ID: 903239432700854352) ([Myst's Eye Colors Thread](#)) ([Download: Myst's Eye Colors](#))

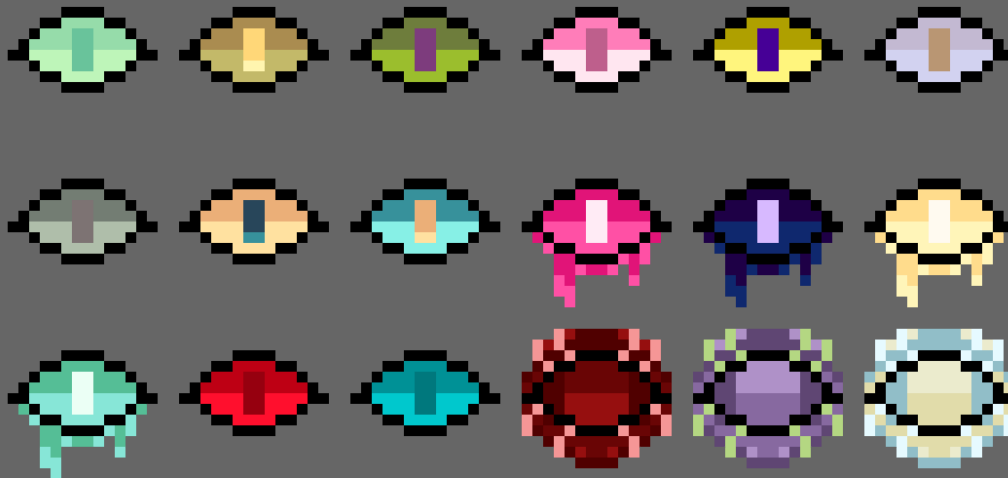
*A low-res eye sprite mod that changes the base ClanGen eye colors into a newer, more unique set of hues. There's two sets of eye colors you can choose from.*



*Myst's Eye Colors Example*

**> ~ & - Radia's Eye Colors** - Created by @artificial\_radiance (ID: 268938258828886018) ([REC Thread](#)) (Download: *WIP*)

*A huge edit to the eyes to include different 'styles' of sorts.*



*Radia's Eye Colors Example*

**! > ~ Radia's Eye Restyles** - Created by @artificial\_radiance (ID: 268938258828886018) ([RER Thread](#)) (Download: [Radia's Eye Restyles](#))

*New eye colors that replace your cats' existing eyes, giving your clans a new look.*





*Radia's Eye Restyles Example*

**!# + & Forest of Curiosities** - Created by [Created by @eragonarose](#) (ID: 430057178267779082) (Thread: [FoC Thread](#)) (Download: [FoC Github](#) + [FoC Source](#))

A low-res, standalone mod that adds a bountiful amount of accessories to spice up your ClanGen experience. The mod also has a list of accessories that are planned to eventually be added as well. This mod can be run as an **application** or **from source**.



*FoC Sprite Example*

**!+ ~ & - Maybells' Colorsplash** - Created by [@may.bells](#) (ID: 682255182515535934) ([Colorsplash Thread](#)) (Download: [Addon Ver](#) + [Source](#))

Maybells' color splash adds a variety of new accessories to your game, or you can override existing accessories if you do not want to run source. Maybells

*is currently on hiatus regarding this mod, but they may pick it up in the future!  
This mod also has a LifeGen version.*



*Maybells' Sprite Example*

> ~ & **StormEcho's Accessories** - Created by @.stormecho (ID: 825080774994821150) (Thread: [SEA's Thread](#)) (Download: WIP)

*Adds a whole bunch of new and unique accessories that wouldn't necessarily be found in the wild.*



*StormEcho Sprite Example*

> ~ & **Robin's Accessories** - Created by @pteranodon2126 (ID: 353940748070158338) ([Robin's Accessories Thread](#)) (Download: WIP)

*This low-res addon mod intends to add tons of new plants and other 'wild' accessories to your game.*



*Robin's Accessory Example*

**!> ~ & Boo's Random Accessories** - Created by @rosedew57 (ID: 222595440762159104) ([Random Accessories Thread](#)) (Download: [In Thread](#))

*A low-res assorted accessory mod that takes inspiration from various sources, such as Nintendo games or Sailor Moon!*



*Boo's Accessory Example*

**> ~ & Foxies Random Accessories** - Created by @dragofoxy (ID: 1151321458669256724) ([Foxie's Thread](#)) (Download: [WIP](#))

*A low-res addon mod to add a plentiful and varied set of accessories!*



*FRA Sprite Example*

**!+ & OhDan's Accessories** - Created by @ohdanomi (ID: 729525511549747230) ([OhDan's Thread](#)) ([Download: OhDan's Accessories](#))

*A huge accessory mod, adding over **80 accessories** to the base game, adding more of a rich experience in terms of accessories.*



*OhDan's Sprite Example*

**!#~ & Pink's Festive Accessories** - Created by @pinkpuppy088 (ID: 1130914899644661841) ([Pink's Festive Thread](#)) (Download: [Pink's Festive Accessories](#))

*Ever wanted the holiday spirit in ClanGen.. Well, you can with these, even if it's not Christmas yet.*



*PFA Sprite Example*

**!~ & Pink's Pokemon Partners** - Created by @pinkpuppy088 (ID: 1130914899644661841) ([Pink's Pokemon Thread](#)) (Download: [Pink's Pokemon Starters](#))

*A low-res sprite mod that turns the collar accessories into **pokemon**.*



*Pink's Pokemon Sprite Example*

**!~ & Geno's Magic Sprites** - Created by @genotaurus (ID: 717782948862230617) ([Magic Sprites Thread](#)) (Download: [Geno's Magic Sprites](#))

*A low-res sprite sprite addon that changes the skins file to magical sprites.*



*Geno's Magic Sprites Example*

**!~ & Cypress' ElementalGen** - Created by @bad\_at\_naming (ID: 484838272581894165) ([ElementalGen Thread](#)) (Download: [ElementalGen](#))

*A low-res sprite mod that adds various **elemental** skin sprites alongside the original skin sprites, or on top of them. This can be used as an addon or run with source (depending on if you want just the elemental sprites or the normal skins too).*



*ElementalGen Sprite Example*

> ~ & **Cal's Elemental Cats** - Created by @musicalsnake. (ID: 1163983922116440154) ([Cal's Elemental Thread](#)) (Download: WIP)

A low-res sprite mod that aims to add **100** new elemental based accessories.

> ~ & **Junebug's Pride Flags** - Created by @frauleindetective (ID: 540727228439330857) ([Junebug's Pride Thread](#)) (Download: WIP)

A low-res addon mod that gives your cats a little bit of pride. 🌈

!# ~ **Beetle's Semi Realistic Tints** - Created by @beetle7151 (ID: 726413479438712926) ([BSRT Thread](#)) (Download: [Beetle's Semi Realistic Tints](#))

A mod that adds a whole ton of tints, the colors of which make more sense, realism wise.



BSRT Sprite Example

!~ & **Grapes 101/1001/10,001 Tints** - Created by @mrs.grape (ID: 752287960870682643) ([Grapes Tints Thread](#)) (Download: [See Thread](#))

Adds 1001 tints to the base game sprites as an addon!



*Grapes 101 Tints Example*

**!~ Gerob's Rainbow Tints** - Created by @.gerob (ID: 796062975588958228)

([Rainbow Tints Thread](#)) (Download: [Gerob's Rainbow Tints](#))

*A mod that adds rainbow tints alongside the normal tints.*



*Gerob's Rainbow Tints Example*

**!> ~ & - Druid's Death Themes** - Created by @druidicmage8281 (ID:

636991807573721089) (Thread: [DDT Thread](#)) (Download: [See Thread](#))

*A low-res sprite mod that changes the StarClan/Dark Forest sprites to be more unique and colorful.*





*DDT Sprite Example*

**! # ~ & *Bea's RainGen*** - Created by @sunnybea (ID: 383873091232727040)

(Thread: [Bea's RainGen Thread](#)) (Download: Multiple, pinned in the thread)

A low res sprite mod that turns ClanGen's cats into **Rainworld slug cats**. A mod that will excite any Rainworld fan. Currently not being updated by the original creator, but is actively updated by fans of the mod.



*RainGen Sprite Example*

> + & **YeekWorld** - Created by @towhee (ID: 371491618429206538) ([YeekWorld Thread](#)) (Download: *WIP*)

*A RainWorld inspired low-res, standalone mod. Currently unfinished, but the sprites are so dang cute.*



*YeekWorld Sprite Example*

> ~ & **WormGen** - Created by @noodle\_20009 (ID: 1205374140484296724) ([WormGen Thread](#)) (Download: *WIP*)

*A simple sprite mod that turns your kitties into worms.*

> + ~ & **PrideGen** - Created by @kitnjinx (ID: 651044191291310112) ([PrideGen Thread](#)) (Download: *WIP*)

*A low res sprite mod that turns ClanGen's cats into **lions**. Perfect for fans of The Lion King or just big cats in general. Will eventually have a standalone and an addon release.*



*PrideGen Sprite Example*

> & **HorseGen** - Created by @dinogurl\_walker (ID: 996770707239338116)  
([HorseGen Thread](#)) (Download: **WIP**)

*A low-res sprite mod that turns your cats into semi-realistic horses.*

> + & **DraeGen** - Created by @bem.te.vi (ID: 1003417831980937287), co-created by @silver200 (ID: 502034023112245248) (Thread: [DraeGen Thread](#)) (Download: **WIP**)

*A low-res, standalone mod that turns your cats into dragons. Currently a big WIP.*



*DraeGen Sprite Example*

> ~% **FaithGen** - Created by @dragonexemi (ID: 682386654115528734) ([FaithGen Thread](#)) (Download: **WIP**)

*A high-res sprite addon that changes the sprites into creepy angel-esque sprites such as **cherubs, seraphs and more.***



*FaithGen Sprite Example*

> + % **CryptidGen** - Created by @capystara (ID: 386739145256730624)  
([CryptidGen Thread](#)) (Download: WIP)

*A high-res, standalone sprite mod that changes the cat sprites into werewolf sheep, based off of Starry's fursona. This mod also adds new eye colors, different ways for your cryptids to generate horns and more.*



*CryptidGen Sprite Example*

> + % - **ColonyGen** - Created by @artificial\_radiance (ID: 268938258828886018)  
([ColonyGen Thread](#)) (Download: [WIP](#))

*A high-res sprite mod that intends to change your cats into ants.*

> ~ % - **Radia's Banespins** - Created by @artificial\_radiance (ID: 268938258828886018) ([Banespins Thread](#)) (Download: [WIP](#))

*A high-res sprite addon that turns your cats into sphinxes.*



*Banespins Sprite Example*

!> + & **MouseGen** - Created by @capystara (ID: 386739145256730624) ([MouseGen Thread](#)) (Download: [MouseGen](#))

*A low-res standalone sprite mod that turns your ClanGen kitties into mouse-like hybrids.*

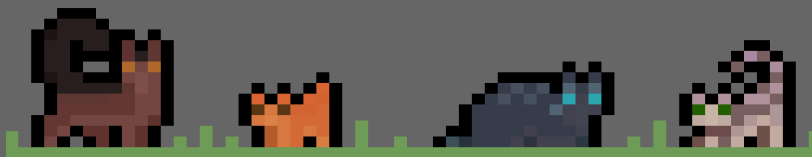


*MouseGen Sprite Example*

> ~ & **PixelGen** - Created by @scribblecrumb (ID: 707997582621933699) ([PixelGen](#))  
(Download: [WIP](#))

A low res mod that turns all the cats into *itty bitty pixel kitties*. Currently a WIP, but look at the lil guys...

# PixelGen



*PixelGen Sprite Examples*

> ~ % **Misluc's High Res Sprites** - Created by @luchuissquirreled (ID: 645827810048475136) ([MHRS Thread](#)) (Download: [WIP](#))

A high res sprite addon that replaces your base sprites with Misluc's art.



*Misluc's Sprite Example*

> + % **Petra's High Res Mod** - Created by @tmagp (ID: 326862305537032192)  
([Petra's Thread](#)) (Download: [WIP](#))

*A high-res sprite mod that changes your cats into Petra's style.*

!> + & **Numi's More Poses** - Created by @numinous\_soporific (ID:  
541474242005303297) (Thread: [Numi's MP Thread](#)) (Download: [Numi's More Poses](#))

*A standalone sprite mod that intends to add more poses to ClanGen while staying true to the original style/feel of the game.*



*Numi's Sprite Example*

> + & **FluffyGen** - Created by @a\_random\_child (ID: 935558439592140813)  
([FluffyGen Thread](#)) (Download: [WIP](#))

*A low-res standalone mod that simply adds more variation to the existing sprites, such as giving the apprentices fluffier tails or giving the short furred sprite a long-furred tail.*



*FluffGen Sprite Example*

> ~ & - **Radia's Headshots** - Created by @artificial\_radiance (ID: 268938258828886018) ([Radia's Headshots Thread](#)) (Download: **WIP**)

*A low-res mod that intends to turn your cats from fullbodies to headshots.*



*Radia's Headshots Sprite Example*



**!> ~ & - Coffee's Snail Cats** - Created by @coffeecats900 (ID: 490854804608778270), Currently ran by @a.corn (ID: 483290073006342155) (Thread: [Snail Cats Thread](#)) (Download: [Snail Cats Sprites](#) + [UI/Patrol Artwork](#))

*A sprite mod- and you're not gonna believe this- that turns your cats into **snail cat hybrids**. Perfect for cat and snail lovers alike.*



*Snail Cat Sprite Example*

**> ~ & Fanghetti's Scugs** - Created by @fanghetti (ID: 1151014965407383673) ([Fanghetti's Scugs Thread](#)) (Download: [WIP](#))

*An adorable low-res sprite mod that turns your cats into **scugs**- slug cats.*



*Fanghetti's Scugs Sprite Example*

> ~% **SillyGen** - Created by @vine.theslugcat\_ (ID: 688810780149547069) (Thread: [SillyGen Thread](#)) (Download: **WIP**)

A high-res sprite mod that turns all ClanGen cats into **blob kitties**.  
Currently not downloadable, but worth a follow.



*SillyGen Sprite Example*

> ~% **Stupid Floof Cats** - Created by @mythik\_slothz (ID: 1206873839493976064) (Thread: [Stupid Floof Thread](#)) (Download: **WIP**)

A mod that adds some silly kitties to your game. Goofy lil guys.



*Floof Cat Sprite Example*

> + & **SlugBugs** - Created by @beetle7151 (ID: 726413479438712926) ([SlugBugs Thread](#)) (Download: *WIP*)

*A low-res sprite mod that changes your kitties into adorable little slugbugs.*



*SlugBug Sprite Example*

> ~ % **Vicki's Silly Kitties** - Created by @vickarooni (ID: 701950223831924801) (Thread: [Silly Kitties Thread](#)) (Download: *WIP*)

*A high-res mod that turns your cats into silly blobs. Absolutely adorable. Currently a WIP, but nearing the finish line.*



*Silly Kitty Sprite Example*

> ~ & **GlitchCats** - Created by @feather1377 (ID: 536748591973269525) ([GlitchCats Thread](#)) (Download: [WIP](#))

*A low-res edit to the base sprites that intends to make your cats look like they're glitching.*



*GlitchCats Sprite Example*

! ~ & **Doe's Genetic Cats** - Created by @doe6143 (ID: 302139807453151232) ([Doe's Thread](#)) (Download: [Doe's Genetic Cats](#))

*A low-res mod that simply changes the color of your ClanGen kitties to be more 'genetically accurate', with more natural colors, without changing the code.*



*Doe's Sprite Example*

> ~ & **Web-Spur's Realistic Cats** - Created by @webspur (ID: 670309536703184909) ([WSR Thread](#)) (Download: [WIP](#))

*An addon color mod that makes the pelt colors more realistic.*



*Web-Spur's Realistic Cats Example*

**!~ & Traven's Personalized Pelts n' Eyes** - Created by @traven (ID: 332225094090883095) ([TPPE Thread](#)) (Download: [Traven's PPn'E](#))

*A simple low-res mod that changes some of the base colors of both pelts and eyes to be **different colors and hues**.*



*Traven's PPn'E Sprite Example*

**!+ ~ & Kris' Colorful Kitties** - Created by @krisilly (ID: 465699273900556288) (Thread: [KCF Thread](#)) (Download: [Stable](#) + [Source](#))

*A mod that turns your cats into various different colors, unnatural to real life; or you can add it alongside your normal colored cats if you're using **source**.*



*KCK Sprite Example*

**!~ & Pepper's Recolored Sprites** - Created by @mistydunes (ID: 686477888522027028) ([PRS Thread](#)) (Download: [Pepper's Recolored](#))

*Another low-res mod that changes your sprites into bright and fun colors.*



*Pepper's Recolored Sprite Example*

**!> ~ & Gyn's Questionable Sprites** - Created by @mysterypengwen (ID: 342969663006965761) ([GQS Thread](#)) (Download: [See Thread](#))

*A simple low-res sprite mod that changes small little details about the base sprites, such as giving them little toofs or giving the dark forest cats 'bleeding' eyes.*



*Gyn's Sprite Example*

**! # + % Sumwatt's RealGen** - Created by @sumwatt0 (ID: 1252044301546819697) (Thread: [RealGen Thread](#)) (Download: [RealGen](#))

A very silly (mostly) sprite mod that uses the [Cataas API](#) to generate the ClanGen cats as *real images of actual cats*.



*RealGen 'Sprite' Example*

**! > ~ % Mira's High Res Sprites** - Created by @valkyrii\_ (ID: 1104193119760683122) ([MHR Thread](#)) (Download: [WIP](#))

A high-res sprite mod that changes your cats into Mira's artstyle.



*Mira's High Res Sprite Example*

**! # + & % Moss Mod** - Created by @moss\_claw (ID: 214206785039368194)  
([MossMod Thread](#)) (Download: [MossMod Standalone](#) + [MossMod Addon](#)) (Discord: [MossMod Discord](#))

*A high-res mod perfect for if you want a change of both **lineart AND colors**. This mod not only features new poses, pelts, colors, white/tortie patches, eye colors, heterochromia types, and accessories.*



*MossMod Sprite Example*



**!> ~%** **Cobalt's High Res Sprites** - Created by @cobalt\_bd (ID: 693094563925196820) (Thread: [Cobalt's High Res Thread](#)) (Download: [Cobalt's High Res](#))

A high res sprite mod that turns ClanGen's typical kitties into higher quality, more defined cats. Currently a WIP, but playable still.



*Cobalt's Sprite Example*

**!~%** - **Luxiivy's Funky Sprites** - Created by @rowanisnice (ID: 704981161788702781) (Thread: [Luxiivy's Sprites Thread](#)) (Download: [Luxiivy's Sprites](#))

A fun high res sprite mod that puts your kitties **in a box**.. not literally. This mod is great for flavor, but isn't kept up to date- though it has had a full release. Still great to use, regardless.



*Luxiivy Sprite Example*

**! + % - Anju's High Res Sprites** - Created by @anjujsc (ID: 581487451378417687) (Thread: [Anju's High Res Thread](#)) (Download: [Anju's High Res](#))

A high res standalone sprite mod, beautifully made by one of ClanGen's administrators, Anju. It is currently unfinished and on indefinite hiatus, however it is still wonderful to use, and will eventually be picked up again.



*Anju's Sprite Example*

**! # ~ & Jana-Style Sprite Mod** - Created by @janarama (ID: 1141073653992271964) ([Jana-Style Thread](#)) (Download: [Jana-Style Sprite Mod](#))

A high-res sprite mod in Jana's art style. Adds a nice touch to your ClanGen experience.



*Jana-Style Sprite Example*

**!> + % StrigiGen** - Created by @hiccupswindwalker (ID: 375033346071461888)  
(Thread: [StrigiGen Thread](#)) (Download: [StrigiGen Github](#) + [StrigiGen Nightly](#))

A high res, standalone sprite mod that turns the cats into **owls**. This mod is **not** a Ga'Hoole Mod- but if you're a fan of that, you'll certainly enjoy this mod. Currently a WIP, but still downloadable to test and enjoy.



*StrigiGen Sprite Example*

**> + % BrushCats** - Created by @c1\_ (ID: 793053220997169202) (Thread: [BrushCats Thread](#)) (Download: [WIP](#))

A sprite/patrol art high-res standalone mod that changes all the cats into high quality, **painting-esque** illustrations. Currently a big WIP, but definitely worth a follow.



*BrushCats Sprite Example*

!> + & **WingedGen** - Created by @muxasii (ID: 341750701514555393) (Thread: [WingedGen Thread](#)) (Download: [WingedGen Nightly](#) + [WingedGen Source](#))

A standalone, low-res sprite mod- not to be confused with the **addon version**. This mod gives your cats **wings**, but it also adds new species (bats/birds) on top of extra colors and other additions. This mod can be run as an **application** or **from source**.



*WingedGen Sprite Example*

!> ~ & - **Muxa's Winged Cats** - Created by @muxasii (ID: 341750701514555393) (Thread: [Winged Cats Thread](#)) (Download: [In Thread](#))

A low-res sprite mod, an addon version of **WingedGen** that is currently outdated. On indefinite hiatus, but still fun to use nonetheless.



*WingedCats Sprite Example*

> ~ & **Laurel's Winged Cats** - Created by @laurelwillow (ID: 818612003782262854) ([Laurel's Winged Thread](#)) (Download: [WIP](#))

*This low-res sprite mod adds wings to your cats- bird wings, to be exact. Kits are born wingless and gradually grow wings over the course of their kittenhood and apprenticeship.*



Laurel's Winged Sprite Example

!> ~ & **Yuno's Fluttercats** - Created by @epicmothgirl3244 (ID: 634403834386710528) ([Thread: Fluttercat Thread](#)) (Download: [Fluttercats](#))

*A low-res sprite mod that turns all your cats into **butterfly kitties**. A really cutesy mod that adds a fluttery touch to ClanGen. 🦋*



Fluttercat Sprite Example

> ~ & ? **Catbugs** - Created by @whyzpr (ID: 1112913005454299227) ([Catbugs Thread](#)) (Download: *WIP*)

An addon low-res sprite mod, similar to the other buggy kitties, but this time it's not just fluttery bugs. **The creator of this mod is asking for help.**

> ~ & **Psy's Dragon-Cats** - Created by @that1dragonkid (ID: 1014309256633274408) ([DragonCats Thread](#)) (Download: *WIP*)

A low-res sprite mod that intends to turn your cats into dragon cats.

! ~ & **Mira's Turtlecats** - Created by @valkyrii\_ (ID: 1104193119760683122) ([Mira's Turtlecats Thread](#)) (Download: [Mira's Turtlecats](#))

A low-res sprite mod that gives your kitties little turtle shells.



*Mira's Turtlecats Sprite Example*

! ~ & **Lamp-Cat Gen** - Created by @froglin37 (ID: 704868069788352532) ([Lamp-Cat Thread](#)) (Download: [Lamp-Cat Gen](#))

A low-res mod that turns your cats into **lamp-cats** from the browser game 'Fallen London.'



Lamp-Cat Sprite Example

**! + & *Simple Dark Patches*** - Created by @krisilly (ID: 465699273900556288)  
(Thread: [SDP Thread](#)) (Download: [Simple Dark Patches](#))

*A mod that adds a tint to the white patches that makes them dark.  
Stable-friendly, very simple and easy.*



*Dark Patches Sprite Example*

> ~ & **Beetle's White Patches** - Created by @beetle7151 (ID: 726413479438712926) ([White Patches Thread](#)) (Download: **WIP**)

*A low-res mod to spice up your white patches by adding a whole lot more.*



*Beetle's White Patches Sprite Example*

> ~ % **OrangeSlice's Silly Cats** - Created by @orangeslices9664 (ID: 964318339914674217) ([Thread: Silly Cats Thread](#)) (Download: **WIP**)

*A cutesy, high-res sprite mod that changes the cats into more detailed and fun kitties. Currently a huge WIP, but I look forward to it.*



## *Art Addons / Overrides*

> **& Coat of Arms Symbols** - Created by @a.corn (ID: 483290073006342155)

(Thread: [CoAS Thread](#)) (Download: **WIP**)

*A ClanGen symbol addon/override that turns the Clan symbols into Coat of Arms symbols.*



*CoA Symbol Example*

## Text Mods

**! ~ Polish Names** - Created by @a.corn (ID: 483290073006342155) (Thread: [Polish Names Thread](#)) (Download/Pobierz: [Polish Names](#))

An add-on mod that changes the name code to allow use of gendered languages, such as Polish. This mod **only changes names** and does not translate other parts of ClanGen.

[PL] Mod "add-on" dla ClanGen, który zmienia kod imion aby umożliwić nazewnictwo w językach gdzie słowa mają płeć, takich jak Polski. Plik "names.json" jest zamieniony wersją z szerokim katalogiem polskich członów z których może korzystać gra dając imiona kotom.

**> + ? ClanGen Chinese Translation** - Created by @abrelbeta\_theecat (ID: 814384779084562443) ([ZH Thread](#)) (Download: **WIP**)

A text mod intending to completely translate the game. **The creator of this mod is requesting assistance from anyone able to translate English to Chinese.**

**> + ? ClanGen Brazilian Translation** - Created by @liriatimewings (ID: 784834732605046856) ([BT Thread](#)) (Download: **WIP**)

A text mod that intends to translate the game to Brazilian. **The creator of this mod is requesting assistance from anyone able to translate English to Brazilian.**

**! # ~ Foxies Names Galore** - Created by @dragofoxy (ID: 1151321458669256724) ([Foxies Names Galore Thread](#)) (Download: [Foxies Names Galore](#))

A collection of name 'themes' for multiple different vibes as well as themes for ClanGen challenges. Themes include morbid, human, kingdom and more.



**! ~ Grapes' Human Names** - Created by @mrs.grape (ID: 752287960870682643) ([GHN Thread](#)) (Download: [Grapes' Human Names](#))  
Adds a plethora of human names to your game, **first and last**.

Eun Jeong --> Eun Jeongstar

**! ~ Kingdom "Roles"** - Created by @.gerob (ID: 796062975588958228) ([Kingdom "Roles" Thread](#)) (Download: [Kingdom "Roles"](#))  
A name text mod that gives your cats long, kingdom-like names.



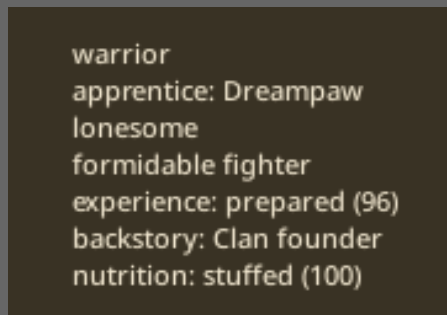
> ~ **Grapes 2002 Traits and 101 Skills** - Created by @mrs.grape (ID: 752287960870682643) ([G2T1S Thread](#)) (Download: [WIP](#))



*Grapes' Trait Example*

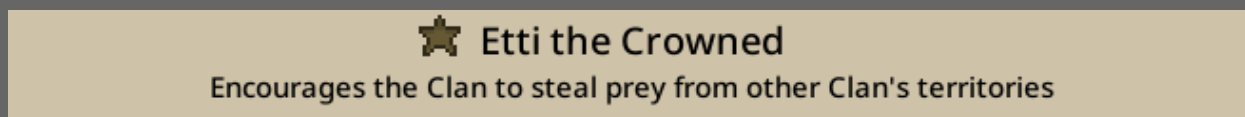
! ~ **Gerob's Unhealthy Amount of Traits** - Created by @.gerob (ID: 796062975588958228) ([GUAoT Thread](#)) (Download: [GUAoT](#))

*Adds tons and tons of new personality traits to your game, such as 'aimless', 'destructive', 'silly' and tons more.*



! ~ **Gerob's More Personalities/Thoughts** - Created by @.gerob (ID: 796062975588958228) ([GMPT Thread](#)) (Download: [GMPT](#))

*Adds even more traits to your game, alongside adding new thoughts. New traits include 'clingy', 'clumsy', 'morbid' and more.*



**! ~ More Clan Names** - Created by @mistydunes (ID: 686477888522027028)  
([More Clan Names Thread](#)) (Download: [More Clan Names](#))

Adds a whole load of new prefixes and suffixes to add some more flavor to your game.



**> ~ Pepper's Traits** - Created by Created by @mistydunes (ID: 686477888522027028) ([Pepper's Thread](#)) (Download: [WIP](#))

Intends to add **tons of new traits** to ClanGen, such as 'chaotic', 'blunt', 'enigmatic' and more.

**! # ~ Foxies Many Traits** - Created by @dragofoxy (ID: 1151321458669256724)  
([Foxies Many Traits Thread](#)) (Download: [Foxies Many Traits](#))

Adds over **100 new and unique traits** to your game, both silly and serious. Versions with and without the silly traits are available in the thread. My favorite from this mod is probably 'power hungry'.

```
leader
remaining lives: 9
sadistic
steady paws & very clever
experience: competent
backstory: Clan founder
nutrition: stuffed
```

**! # ~ Silly Thoughts** - Created by @beetle7151 (ID: 726413479438712926) ([Silly Thoughts Thread](#)) (Download: [Silly Thoughts](#))

Yes, your cats usually are no thoughts, head empty. But with this mod, now they are thinking.. at least.

★ Mountain Alder

What the fluff, watch your language

**! # ~ Mudkip's Musical Thoughts** - Created by @xxdream\_catcherxx (ID: 1064337911023149056) ([Mudkip's Thread](#)) (Download: [Mudkip's Musical Thoughts](#))

A mod that replaces the general thoughts json with song lyrics from multiple different artists. Don't say, "Goodbye, smell you later" (bye, later) 🐾

★ Littlestar

I still see the shadows in my room, can't take back the love that I gave you-

**! ~ Cypress' More Grief Thoughts** - Created by @bad\_at\_naming (ID: 484838272581894165) ([CMGF Thread](#)) (Download: [See Thread](#))

Name is self explanatory; this mod gives cats more thoughts during grief. A fun and immersive mod.

★ Whiskerpelt

Takes a part of Burrtiger's nest to put with their own

**! + More Information** - Created by @coffeedot (ID: 934470315629752410) ([More Info Thread](#)) (Download: [Nightly](#) + [Source](#))

A simple mod that adds additional descriptions: Fur texture, build, height, age in years and additional EXP levels.

female  
young adult  
eyes: pale blue  
pelt: masked  
fur length: long  
fur texture: wavy  
height: tall  
build: lanky  
20 moons (1.7 years)

> ~ **Jinx's Goofy Patrols** - Created by @locked.and.left.no.sher (ID: 890149706909515797) ([Jinx's Thread](#)) (Download: **WIP**)

*Changes the ClanGen patrols to be sillay.. Your cat will encounter gooberish things, such as canon book characters.*

## Shaders

! ~ **Acorn's Shaders** - Created by @a.corn (ID: 483290073006342155) (Thread: [Acorn's Shaders Thread](#)) (Download: [Acorn's Shaders](#))

*This shaderpack has three options each for both shading and lighting. This mod is really beautiful on ClanGen's dark mode, but that's obviously just a suggestion.*



*Acorn's Shaders Example*

**! ~ Muxa's Shaders** - Created by @muxasii (ID: 341750701514555393) (Thread: [Muxa's Shaders Thread](#)) (Download: [In Thread](#))

*This shaderpack has ten shading options and nine lighting options.*



*Muxa's Shaders Example*

**! ~ Snailtooth's Super Soft Shaders** - Created by @snailto0th (ID: 1035254492574269510) ([SSSS Thread](#)) (Download: [Snailtooth's Shaders](#))

*This shaderpack has two shading and two lighting options.*



*Snailtooth's Shaders Example*



## Overhauls

**! # + & LifeGen** - Created by @coffeedot (ID: 934470315629752410) (Thread: [LifeGen Thread](#)) (Download: [LifeGen Stable](#) + [LifeGen Source](#)) (Discord: [LifeGen](#))

Probably the most popular ClanGen mod ever. Completely overhauls how ClanGen fundamentally works- your Clan is now first person, there's dialogue between you and cats, and much, **much** more- a must have mod. This mod can be run as an **application** or **from source**.



**> + - Final Light** - Created by @yamiyo\_ (ID: 310601494820814858) ([Final Light Thread](#)) (Download: [WIP](#))

An incredibly anticipated ClanGen overhaul that changes the game into a **multi-game inspired experience**, with completely new features, colonies, ranks, lore and more. The creator of this mod is also looking for help (artists, writers, etc).



> + **ClanGen: Hardcore Mode** - Created by @lycxnwolf (ID: 690599392616644629) ([ClanGen Hardcore Thread](#)) (Download: **WIP**)

A overhaul of ClanGen's mechanics to add a more **horror-inducing** experience, with a higher difficulty, more thoughts, more disasters and a new mechanic called 'mental wellpower.'



> + - **Meaner ClanGen** - Created by @ratvortex (ID: 296803681163149324) ([Meaner ClanGen Thread](#)) (Download: **WIP**)

A general purpose mod that completely changes how ClanGen operates to make it more intense, sad and.. angsty. This mod will make your game 10x harder.

! # + **ClanGen Minigames** - Created by @treefire33 (ID: 624804568013733909) ([Minigames Thread](#)) (Download: [ClanGen Minigames](#) + [Source](#))

A mod that adds games for you to play while you manage your Clan. Current minigames are inspired by PvZ and Catch.



> + **SOUND WAVES** - Created by @\_wavesong\_ (ID: 1251067991798448231)  
(**SOUND WAVES Thread**) (Download: WIP)

*A music-themed ClanGen overhaul, with new roles such as 'singer' as well as a new den, instruments, accessories, music-related skills and much more.*



> + **TribeGen** - Created by @enbyzane (ID: 965271531242524743) ([TribeGen Thread](#)) (Download: [WIP](#))

*A mod intended to turn ClanGen from a Warrior Cats game into a Tribe of Rushing Water esque game. Intends to change how ranks work/present, names and more.*

! # + **DnD ClanGen** - Created by @lixxis (ID: 331068210646482944) ([DnD Thread](#)) (Download: [DnD ClanGen](#))

*Changes the way ClanGen functions by adding **stats, rolls and more** to make the game feel similar to Dungeons & Dragons.*



**! # + & Chinch's Genemod** - Created by @chinchbug (ID: 224451862445686794)  
([Genemod Thread](#)) (Download: [Genemod Stable](#) + [Source](#)) (Discord Server: [Genemod Discord](#))

A mod that makes the ClanGen cats genetically accurate, with full geno/phenotypes that are accurate to parentage and the likes. Has some other changes, like labels and additional sprite changes, as well as plenty of extra colors (to fit genetics). This mod can be run as an **application** or **from source**.



*Genemod Sprite Example*

**!> + & Fairytale Mod** - Created by @a.corn (ID: 483290073006342155) (Thread: [Fairytale Thread](#)) (Download: [Fairytale Mod](#))

*This mod aims to blend well with ClanGen's original style, creating a fantasy atmosphere that keeps the general vibe of the base game. It adds a plethora of new fantastical species, some even being based on real folklore.*



*Fairytale Sprite Example*

**!# + % AwooGen** - Created by @kori.y (ID: 434731114712793110) (Thread: [AwooGen Thread](#)) (Download: [AwooGen](#))

*A big mod that changes many aspects of ClanGen- even the name. It turns the cats into wolves and adds many other features like scents, themes and many other features. AwooGen is currently in the midst of getting a sprite overhaul.~*



*AwooGen Sprite Example (temp)*

> + % **PackGen** - Created by @spacecadet (ID: 253717028026712075) (Thread: [PackGen Thread](#)) (Download: **WIP**)

*Another canine-based mod, this time with realistic dog genetics. This mod intends to change sprites, colors, labels and even add genetics to ClanGen. It's currently a huge wip, but so far beautifully done.*

> + & **SeaWing Gen** - Created by @carlean101 (ID: 477969047926079520) (Thread: [SeaWing Thread](#)) (Download: **WIP**)

*This sprite mod also changes your cats into dragons, this time into **SeaWings from Wings of Fire**. Includes many new colors, new patrol art + writing and much more.*



*SeaWing Gen Sprite Example*

> + % **Kyrogia Gen** - Created by @flamedash\_2358 (ID: 516399228575023114)  
([Kyrogia Thread](#)) (Download: *WIP*)

*A mod intended to turn ClanGen into a DragonGen of sorts, with various different species- it edits sprites, naming systems, names, patrol art and more.*



*Kyrogia Patrol Example*

> + & **Neo's Random Nonsense** - Created by @synthesizedecho (ID: 1036701049672695919) ([Neo's Nonsense Thread](#)) (Download: *WIP*)

*A ClanGen mod intended to completely change lineart, add new colors, as well as a bountiful amount of accessories (including pride accessories) and more.*



**! + DoublePatches** - Created by @a.corn (ID: 483290073006342155)

([DoublePatches Thread](#)) (Download: [DoublePatches](#))

This mod simply changes the generation of white on cats so that they can generate multiple white patches instead of just one. It's simple, but great. Currently, this mod **does not** work on Windows 10.

**> + & ClanGen Overhauled** - Created by @lucidlyvivid (ID:

662333079234543626), co-owned by @fluffykitten42 (ID: 950371631484780645) and @thegreatpacifist (ID: 990773449582579722) (Thread: [ClanGen Overhauled Thread](#)) (Download: [WIP](#)) (Discord Server: [ClanGen Overhauled Discord](#))

A mod intended to completely change many fundamental aspects of ClanGen, including adding fighting styles, motivations, goals, environments, sprites and more. Currently not downloadable, but a release is expected soon.

**> + - Bulkanaga** - Created by @mprincekane (ID: 217487090374410242) (Thread: [Bulkanaga Thread](#)) (Download: [WIP](#))

A Filipino culture inspired mod meant to represent a fictional island in the Philippines. This mod adds tribes, new backgrounds, scars & tattoos, events/patrols, new names, roles and more.

## Misc

**! # + ClanGen CatMaker** - Created by @keyraven (ID: 265637188476207104)

([Catmaker Thread](#)) (Download: [Application](#) + [Source](#))

A ClanGen mod that allows you to create and customize your cats.



**! # + & Sel's Mega Merge** - Created by @catphrase (ID: 320624451773399041)  
(Thread: [Mega Merge Thread](#)) (Download: [Mega Merge](#))

*Sel's Mega Merge was created to combine a whole load of different mods into one. This mod includes mods both on this list, and not on this list. Features include larger kit litters, more tints, more skills/traits, better descriptions, more colors (pelts, eyes) and more. I recommend you go check out the mod thread to see more details.*



*Mega Merge Sprite Example*

**!> + Crossed's ClanGen Massmod** - Created by @crossedpaws (ID: 697481512412643450) ([Massmod Thread](#)) (Download: [Crossed's Massmod](#))

Another big mod merge that adds a huge amount of both pelt and eye colors.



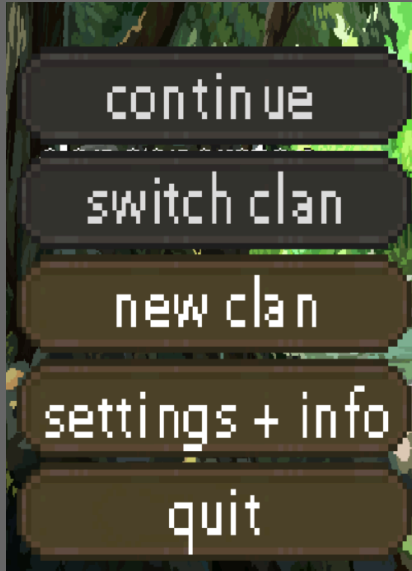
*Crossed ClanGen Sprite Example*

**> + Psy's Musical Cats** - Created by @that1dragonkid (ID: 1014309256633274408) ([Musical Cats Thread](#)) (Download: **WIP**)

Makes your ClanGen music themed, with musical names, thoughts, accessories and more.

**> + Mobile UI** - Created by @katapultxx (ID: 885336163769024543) (Thread: [Mobile UI Thread](#)) (Download: **WIP**)

A UI standalone that edits how the game looks to appear more 'mobile friendly'. Though, for the time being, it has no actual mobile functionality.



*UI WIP Example*

> + & **Sumwatt n' Acorn's Animated Sprites** - Created by both @sumwatt0 (ID: 1252044301546819697) + @a.corn (ID: 483290073006342155) (Thread: [Sumwatt & Acorn's Animated Thread](#)) (Download: WIP)

*An incredibly unique sprite mod; this mod is intended to **animate** the base ClanGen sprites. Currently a big work in progress, but if you'd like to follow it, be sure to check out the thread. This mod will be made using color mapping, so no, the sprites aren't all individually animated.*



*Animated Sprite Example*

**! + Ster's Mega Colors Mod** - Created by @shiningstar1122 (ID: 314563143432929280) ([Ster's Colors Thread](#)) (Download: [Ster's Mega Colors](#))

A mod that bumps the pelt and eye colors of your cats up to 80 each, creating a much more diverse set of cats.



*Ster's Colors Sprite Example*

**! # + & Colors of Nature** - Created by @eragonarose (ID: 430057178267779082) ([Thread: Colors of Nature Thread](#)) (Download: [Colors of Nature](#))

A mod that adds a huge amount of general pelt colors/patterns, white patches, tortie patches, eye colors and accessories. Adds a large amount of diversity to ClanGen's original sprites.



*CoN Sprite Example*

**!# + & Dumb Potatoes Extras** - Created by @a\_random\_child (ID: 935558439592140813) (Thread: [DPE Thread](#)) (Download: [DPE](#))

A mod that adds new eye and pelt colors, more colorful than your average house cat. This mod requires **source** to run.



*Potatoes Extras Sprite Example*

**!> + & Mycena's Many Markings** - Created by @unfortunatesharkbait (ID: 839257238006398996) (Thread: [MMM Thread](#)) (Download: [MMM](#))

A mod that adds more feline markings as well as intermingling canine and other animal pelt variations. This mod requires **source** to run.



*MMM Sprite Example*

**!+ & AccessoryGen** - Created by @coffeedot (ID: 934470315629752410)  
([AccessoryGen Thread](#)) (Download: [Nightly](#) + [Source](#))

A low-res standalone accessory mod that changes how accessories appear, with various new designs as well as the ability for cats to have multiple accessories. Requires **source** to run. This mod is currently not functional.



*AccessoryGen Example*

**!+ & Mink's Torties + White Patches** - Created by @maggiethemink (ID: 622114004378058763) ([MTWP Thread](#)) (Download: [Mink's TWP](#))

Mink's Torties is a low-res ClanGen standalone mod that adds new tortie and white patches using existing sprites. Adds a ton of new variation to your Clans. This mod requires **source** to run.



*Mink's Torties Example*

## ***Modding Resources***

# ***SPS Framework*** - Created by @a.corn (ID: 483290073006342155) (Thread: [\*\*\*SPS Framework Thread\*\*\*](#)) (Download: [\*\*\*Master Branch \[Dev\]\*\*\*](#) + [\*\*\*Releases \[Stable\]\*\*\*](#))

*A framework for modding created for 'ease of access'- meant to give an easier and uniform way for modders to create mods with multiple species or variants that use unique spritesheets.*