:·✧ Mellonzlord Mod List Stardew Valley ✧·:

Welcome! Thank you so much for taking the time to view my list of Stardew Valley Mods! I hope you enjoy exploring them as much as I have! I have listed my Socials below and would appreciate you checking them out as well, especially my Twitch!

:·✧ Mellonzlord's Socials ✧·:

Twitch
TikTok
Amazon Storefront
Mellonzlord Merch
Mellon Farm Discord

Instagram
Twitter
Youtube
Throne Wishlist
My Speedrun Profile

Where I made my **Profile Picture**: SV Character

Modding Resources
Youtube Video: How To Install Mods
(NOTE: YOU MUST CREATE A MOD FOLDER IN YOUR STARDEW FOLDER)
Stardew Wiki Mod Resource Page

Note: None of these Mods are created by me, full credit to the Mod creators and artists. Also credit of course to ConcernedApe for creating Stardew Valley!
The "Mod Abouts" that are listed are for the most part copied from the Mod pages themselves!

Table of Contents

*:·✧ **Must Have Mods** ✧·:*

      These are Mods that I recommend installing! A lot of Mods will have "requirements" and these Mods here pop up a lot of the time so it's better to have them downloaded ahead of time!

SMAPI	The mod loader for Stardew Valley.
Content Patcher	Loads content packs that change the game's data, images, and maps without replacing XNB files.
Json Assets	Lets content packs add custom content to the game.
Alternative Textures	Framework which enables texture variation for placeable objects, buildings and entities in Stardew Valley.
Portraiture	Add higher resolution portraits and easily switch between different Portrait Mods.
Solid Foundations	Custom buildings framework for Stardew Valley.

·∴✧ Expansion Mods ✧∴·

These are Mods that expand on the base game's content! Additions can include; dialogue, new locations, new NPC's, new quests, etc.

[Stardew Valley Expanded](#)	Stardew Valley Expanded is a fanmade expansion for ConcernedApe's Stardew Valley. This mod adds 27 new NPCs, 50 locations, 260 character events, 27 fish, reimagined vanilla areas, two farm maps, a reimagined world map reflecting all changes, new music, questlines, objects, crops, festivals, and many miscellaneous additions!
[East Scarp](#)	Welcome to East Scarp! An expansion adding new NPCs; new locations; new fish; shops; special orders - and secrets. In a picturesque location by the sea.
[Ridgeside Village](#)	Ridgeside Village adds over 50 new NPCs, a new location, new items, new shops, new festivals, custom music, custom quests, and more!
[Downtown Zuzu](#)	So you're playing some Stardew Valley, and someone mentions the infamous "Zuzu City". This city is mentioned all through the game, haven't you ever wondered what it is like?
[Adventurer's Guild Expanded](#)	An expansion for the Adventurer's Guild complete with new quests, 30+ story events, new romanceable NPCs, and the ability to befriend and recruit a friendly monster to live on your farm! Compatible with SVE!

∙⋅✧ Quality of Life Mods ✧⋅∙

These are my favorite Mods that don't feel "cheaty" to me but also help a bunch of different aspects in the game!!

[UIInfoSuite2](#)	(Not a Nexus mod) Gives you extra information on screen; lucky days, weather, birthdays, crop information etc.)
[Non Destructive NPC's](#)	Makes NPCs not destroy objects placed by the player in their paths. They would instead stop, glare at it, then pass through it.
[Lookup Anything](#)	See live info about whatever's under your cursor when you press f1. Learn a villager's favourite gifts, when a crop will be ready to harvest, how long a fence will last, why your farm animals are unhappy, and more.
[Destroyable Bushes](#)	Destroyable Bushes allows players to destroy every type of bush with an upgraded axe (copper or better). Destroyed bushes drop small amounts of wood and regrow after 3 days by default.
[To-Dew List](#)	An in-game to-do list.
[Cave of Memories](#)	A Solid Foundations pack that adds the ability to replay certain events.
[DaisyNiko's Earthy Recolor](#)	a warm, earth-toned recolour that's easy on the eyes
[Seasonal Outfits](#) [Seasonal Outfits SVE](#)	Overhauls all character sprites and portraits for a slightly cuter aesthetic. (SVE version as well)
[Mail Service Mod](#)	Provides some of Stardew Valley services through the mail. You can send and receive tool upgrades through the mail. You can complete delivery quests through the mail. You can receive recovered items through the mail. You can send gifts through the mail.
[Fairy Spring](#)	Adds some new decor and an underground hot spring that restores health like the bath house.
[Elle's New Barn Animals](#) [Elle's New Coop Animals](#)	New and improved (I hope!) coop animal replacements for Content Patcher. Also includes skins for Adopt n' Skin. New and improved (I hope!) barn animal replacements for

	Content Patcher. Also includes skins for Adopt n´ Skin.
[Ellie's Ideal Greenhouse](#)	Expands the greenhouse. Includes 3 options to choose from depending on your playstyle.
[Gift Taste Helper](#)	Displays a helpful tooltip that shows an NPC's favourite gifts when hovering over their birthday on the calendar or the social page.
[Horse Overhaul](#)	Make the horse the way it should be, thin, fast and useful. Put items into its saddle bags, pet it and give it water and food to befriend your horse to increase its movement speed.
[NPC Map Locations](#)	See NPC and players on the map, with an optional minimap.
[Visible Fish](#)	This mod shows fish that are currently catchable in the water. Works with modded locations + fish!

:·✧ Spooky Mods ✧·:

Here are some Halloween/Spooky Mods that I enjoy and think are perfect for those of you who like scary themes!

[Spooky Dog Costumes](#)	Made for the SDV Discord's fun Spirit's Eve 2020 event, this mod gives four spooky (but cute) costumes to each 3 dog types in the game.
[Spooky Cat Costumes](#)	This mod gives some spooky (but cute) costumes to the 3 cat types in the game.
[Witch Furniture](#)	Adds furniture ripped from the witch's hut as well as several others from around town.
[Halloween Decor](#)	A mod that adds a few spooky decorations using Alternative Textures, just in time (almost) for Halloween!
[Halloween Scarecrows](#)	Changes many of the scarecrows by giving them a Halloween makeover.
[Ghost Town](#)	The villagers are dead, but they don't know it.
[Monster Valley](#)	This mod turns the Stardew Valley characters into monsters. Ever wanted to date a demon? Seduce a slime girl? Marry a merman? Well, now you can!
[Spooky Scary Creatures](#)	Join the spooky side! We have scary animals.
[Halloween Feelings](#)	A Complete Halloween design for the Valley for the fall season or for all seasons.

∶·✧ Christmas/Festive Mods ✧·∶

Here are some Mods to help celebrate the Holiday season! Some are Christmas based and others are more festive for those that might celebrate other winter Holidays!

[More Festive Stardew](#)	More Festive SV is a slight re-design of the vanilla farm buildings, town maps, outdoor tile sheets and a few other sprites to make Stardew Valley look and feel more festive all year long.
[Animated Festive Winter Tree](#)	Inspired by Animal Crossing, on the days before the Feast of the Winter Star, all pine trees will have animated holiday lights on them, or optionally have them on all Winter!
[Festive Pets](#)	A mod that changes your pet's (currently only dog's) appearance to a slightly more festive one!
[Holiday Outfits](#)	Adds in three holiday-themed hats, two shirts, and one pair of elf boots
[Winter Crops](#)	Adds 7 new crops, 2 new flowers and 2 new fruit trees that are grown in winter! Plus 3 new artisan goods and 10 new cooking recipes.
[More Festive Decor](#)	Festival Decor in Town!
[More Festive Title Screen](#)	Festive title screen CP replacement, with snowy nature & red-nosed reindeer flying past.

:· ✧ Studio Ghibli Mods ✧·:

I love Studio Ghibli so here are some Mods that help bring Miyazaki's wonderful creations to life!!

[Junimos to Totoros](#)	Makes Junimos into chibi-Totoros.
[Jiji Cat Recolor](#)	Recolor of the default pet cat to be Jiji from Kiki's Delivery Service.
[Ghibli Critters](#)	Ghibli Critters replaces a number of the default woodland critters with creatures inspired by the Ghibli universe.
[Hayao Miyazaki's Style Furniture](#)	Most of the furniture is Hayao Miyazaki style, and there are a few odd pieces of furniture.
[Ghibli Valley Portraits](#)	Optional mod to replace all the villagers' portraits.
[Secret Woods Totoro](#)	Let's go find a sleepy Totoro in the Secret Woods!
[Cat Bus](#)	This mod converts the bus to the Cat Bus from My Neighbor Totoro.

·˙✧ Cottage Core Mods ✧˙·

     For my people who wish they lived in a forest and slept on a blanket of moss! Also those who also love reading fantasy books :)
Cottage Core Mods

[Enchanted Garden Buildings](#)	Content Patcher conversion of Ali's Enchanted Garden Buildings! Updated for SDV 1.5.
[Succulents for Json Assets](#)	Adds cute succulents to your farm.
[Vibrant Pastoral Recolor](#)	A vanilla-based map recolor with a green fall option, plus bonus features like terrain flower replacements and seasonal holiday decor. Recolors lots: indoor & outdoor tile sheets, building exteriors, mine levels, trees, big craftables, decor, etc. Updated for 1.5.
[Fancy Artisan Goods](#)	Retextured artisan goods icons for a fancier and fresher in game look.
[Medieval Craftables](#)	Allows to use a variety of craftables retextures at the same time.
[Dark Wood and Cream Furniture](#)	This mod is a content pack for Custom Furniture. It uses Yellog's beautiful Dark Wood and Cream Furniture mod and adds the pieces as new furniture in the game rather than replacing the vanilla furniture.
[Way Back Pelican Town](#)	Retexture of all town buildings/structures/decor. Work in progress.
[Flower Grass Alternative](#)	Turn your grass into a big path of wildflowers!!
[Blooming Trees](#)	A mod that changes the vanilla textures of fruit, oak, and maple trees to a blooming version in spring while still maintaining the vanilla base so it should fit in with the vanilla aesthetic.
[Cuter Fatter Cows](#) [Bill Cipher Void Chicken](#)	New styles and retextures for the animals!

*∶·✧ **Unbalanced Mods** ✧·∶*

These are Mods that are more on the "cheaty" level, making Stardew SO much easier to play. I haven't used these ones personally but they are very popular!

[Remove All Monsters](#)	Removes all monsters from all locations in the game.
[Tractor Mod](#)	Buy a tractor to more efficiently work with crops, clear twigs and rocks, etc.
[Skull Cavern Elevator](#)	Adds an elevator to the Skull Cavern.
[Skip Fishing Minigame](#)	Do fish laugh at you while escaping with your bait and tackle? You can now catch them without any struggle. Just hook them when they bite and you're done! Now updated with auto-fish (enable via config).