

Principles

1. Quality of life, without cutting corners
2. Meaningful content expansion
3. High risk high reward
4. Incentivize developing infrastructure, but not at the expense of exploration

Mod List

Core

- Valheim Plus
- Creature Level and Loot Control
- Epic Loot
- Quipment and Quick Slots
- Speedy Paths

UI

- BetterUI
- Compass
- Clock
- UBG's Enhanced and Smart Map Markers

QoL

- Instant Monster Drop
- Dodge Shortcut
- Use Equipment in Water
- UBG's Weapon Management Mod
- Slope Combat Fix
- Valheim Recycle
- Snap Points Made Easy
- Quick Stack

World & Farming

- Better Continents
- Plant all Trees
- Trees Respawn
- MassFarming
- MountUp

Configuration

Only the important changes are listed

Epic Loot

```
Item Drop Limits = MustKnowRecipe
```

Clock

```
ClockLocationString = 45%,3%  
ClockFontSize = 20  
ClockString = day {2} - {1}
```

Compass

```
MinMarkerDistance = 25  
MaxMarkerDistance = 500  
IgnoredMarkerNames =  
Silver,Obsidian,Copper,Tin,1,2,3,4,5,6,7,8,9,10,11,12
```

Instant Monster Drop

Trees Respawn

Better Continents (optional)

```
Mountains Amount = 0.25  
Sea Level Adjustment = 0.4  
Forest Scale = 0.5  
Forest Amount = 0.4  
Max Ridge Height = 0.3  
Ridge Size = 0.5
```

Dodge Shortcut

(set the shortcut to whatever works for you)

```
5Dodge where you run to向你的奔跑方向翻滚 = Mouse4
```

Plant all Trees

```
PineGrowthTime = 12000
BirchCost = 50
BirchGrowthTime = 12000
OakCost = 100
OakGrowthTime = 24000
swampGrowthTime = 24000
```

Use Equipment in Water

I set everything to false but knives, spears, pickaxes, hoe and hammer.
Keep in mind that this can cause some problems with UBG's Weapon Management Mod.

Smart Map Markers

```
AutoMarkTheseTypes = Raspberry, Blueberries, Cloudberry, Mushroom,
Thistle
GroupingRange = 16
```

UBG's Weapon Management Mod

Just configure the shortcut that works best for you, mainly for unequipping.

MountUp

BetterUI

Important!! set "showCustomTooltips = false" otherwise Epic Loot won't show the magic effects on items.

```
useCustomHealthBar = false
useCustomStaminaBar = false
chestHasRoomStyle = 3
showCharacterXP = false
showXPNotifications = false
showCustomTooltips = false
enemyLvlStyle = 0
```

Speedy Paths

BuffIcon +2 = 1.2
DirtPathSpeed = 1.1
StonePathSpeed = 1.25
CultivatedSpeed = 0.9
StructureWoodSpeed = 1.25
StructureHardWoodSpeed = 1.25
StructureStoneSpeed = 1.25
StructureIronSpeed = 1.25
DirtPathStamina = 0.4
StonePathStamina = 0.2
StructureWoodStamina = 0.2
StructureHardWoodStamina = 0.2
StructureStoneStamina = 0.2
StructureIronStamina = 0.2

Creature Level and Loot Control

Second factor = Distance
Creatures can spawn with elemental infusions = On
Time until creatures in camps and dungeons respawn in minutes (0 means disabled, 20 is one ingame day) = 280
Creature size increase per star (percentage) = 12
Health gained per star for creatures (percentage) = 60
Damage gained per star for creatures (percentage) = 75
World level required to enable creature sectors = None
Time until each creature sector is reset (0 is no reset) = 280
Kills required in a sector for each bonus level = 13, 21, 34
Loot system to be used = Linear
Chance for additional loot per star for creatures = 100
Chance for additional loot per star for bosses = 100
Bosses can drop multiple trophies = On
Drop multiplier for passive creatures (like Seagulls and Crows) = 2
Time until items in dungeons respawn in minutes (0 means disabled, 20 is one ingame day) = 280
Star chances for bosses (percentages) = 5, 0.5, 0.1, 0, 0, 0, 0, 0, 0
Boss size increase per star (percentage) = 20
Health gained per star for bosses (percentage) = 10
Damage gained per star for bosses (percentage) = 25
Chances for stars at world level 0 (percent) = 3, 1, 0.3, 0, 0
Chances for stars at world level 1 (percent) = 5, 2, 1, 0, 0
Chances for stars at world level 2 (percent) = 8, 3, 2, 0.3, 0
Chances for stars at world level 3 (percent) = 13, 5, 3, 1, 0
Chances for stars at world level 4 (percent) = 21, 8, 5, 2, 0.3
Chances for stars at world level 5 (percent) = 34, 13, 8, 3, 1

```
Distance from spawn for level 2 start = 4000
Distance from spawn for level 3 start = 7000
Distance from spawn for level 4 start = 9000
Distance from spawn for level 5 start = 9500
Chance for Fire infusion to spawn (percentage) = 3
Chance for Frost infusion to spawn (percentage) = 3
Chance for Poison infusion to spawn (percentage) = 2
Chance for Lightning infusion to spawn (percentage) = 2
Chance for Spirit infusion to spawn (percentage) = 1
Chance for Chaos infusion to spawn (percentage) = 1
Multiplier for infusion chances per star = 0, 0.5, 1, 1, 1, 1
```

QuickStack

Set the shortcut and the distance to whatever works for you. I've set my distance to 3.

Valheim Recycle

```
ResourceMultiplier = 0.5
```

MassFarming

Set the MassActionHotKey to whatever works for you. I've got mine on Mouse3 cause I have extra buttons on the mouse.

Snap Points Made Easy

Valheim Plus

This mod has a lot of options that can make the game too easy, only enable the ones that are listed here:

```
[Building]
enabled = true
noWeatherDamage = false
pieceComfortRadius = 15
alwaysDropResources = true
alwaysDropExcludedResources = false
enableAreaRepair = true
areaRepairRadius = 5
```

```
[Gathering]
enabled = true
dropChance = 0
wood = 25
stone = 100
fineWood = 20
coreWood = 20
elderBark = -20
ironScrap = 0
tinOre = 0
copperOre = 100
silverOre = 0
chitin = 0
```

```
[Map]
enabled = true
preventPlayerFromTurningOffPublicPosition = true
```

```
[Player]
enabled = true
autoRepair = true
skipIntro = true
iHaveArrivedOnSpawn = false
fallDamageScalePercent = 25
maxFallDamage = 500
skipTutorials = true
```

```
[Workbench]
enabled = true
workbenchRange = 30
workbenchAttachmentRange = 20
```

```
[Inventory]
enabled = true
cartInventoryColumns = 6
cartInventoryRows = 3
karveInventoryColumns = 4
karveInventoryRows = 3
longboatInventoryColumns = 8
longboatInventoryRows = 4
```

```
[CraftFromChest]
enabled = true
disableCookingStation = false
checkFromWorkbench = false
range = 20
```

```
[Fermenter]
[Smelter]
[Furnace]
[Kiln]
[Windmill]
[SpinningWheel]
enabled = true
autoDeposit = true
autoFuel = true
autoRange = 3
```