

Might & Magic

Fantasy server mods

69 installed mods

	Alchemy (v1.7.18)	An alchemy mod that adds a couple of player enhancing potions.
	Banners (v1.1.12)	Extremely customizable banners
	Better alias (v1.3.0)	Add /alias command
	Better crates (v1.9.0)	Adds a new type of storage to the game.
	Better firepit (v1.2.0)	A Vintage Story mod to improve the firepit's behaviour
	Bigboards signs (v1.0.3)	Adds big boards to write on information for players
	Bloodtrail (v1.1.1)	Animals leave blood trails when wounded by a player.
	Brazilpirate's foods (v1.1.3)	This adds new foods, recipes and seeds into the game. Potatoes for all.
	Bricklayers (v3.1.1)	Bricks and stones may break bones.
	Butterfly plaques (v1.1.0)	Adds display plaques for butterflies
	Canmailbox (v1.1.1)	Mailbox.
	Canmarket (v0.4.21)	Trade blocks and simple currency items
	Carry on (v1.11.0)	Adds the capability to carry various things
	Cats (v4.0.0)	Mod that introduces cats as a new pet to vintage story.
	Cave beacons (v1.0.9)	Craftable lights for cave navigation, made from glow worms
	Chiseltools (v1.15.2)	Quentin's Chiseling Tools'
	Coffee (v1.0.3)	Coffee shrubs, beans, roasting & brewed coffee with warmth and a slower hunger drain.
	Commonlib (v2.8.0)	

	Custom flowerpots (v1.3.1)	Recycle old anvil molds, boots etc. as flowerpots
	Cz3survival 2025 (v1.1.7)	Various patches for Tábor eský survival 2025
	Czechpatch (v1.4.2)	Simple mod that adds various Czech translation for mods
	Entity nametags (v1.4.0)	Adds a nametag item that can be used to name entities (elks, boats, etc.). Can also be used to take ownership of boats.
	Equus: wild horses (v1.2.0-rc.8)	Adds a fictional breed of wild horses
	Expanded matter (v3.3.1)	A library that extends the base game with new materials and variants.
	Extra chests (v1.10.0)	Adds additional storage chests.
	Genelib (v2.0.0)	Calculates genetic inheritance for other mods.
	Grapes and wine (v1.3.1)	Adds grapes and grape vines/bushes
	Hanging oil lamps (v1.0.5)	Oil lamps on walls and ceilings hang from wires.
	Haz's lentil crops (v1.0.0)	Mod that adds an additional protine plant, lentils.
	Herbarium (v1.4.1-rc.1)	A library of useful plant classes
	Jaunt: extended riding system (v2.1.0)	Library providing an extended rideable system with additional control patterns and stamina
	Krpgenchantment (v1.2.4)	Adds magical enchantments to VS!
	Livemap (v0.0.12-SNAPSHOT)	LiveMap is a browser-based world map viewer for Vintage Story
	Medieval expansion patch (v1.3.1)	Medieval Expansion -Patched for 1.21.*
	Millwright (v1.2.8)	Building better windmills since 1386.
	More lanterns (v1.3.5)	Adds a variety of decorative and useful lanterns
	More roads & paths (v1.5.8)	Adds new path variants, new roads, and edge decor.
	Pet ai (v4.0.1)	Mod that focuses on implementing various new AI behaviours and tasks centered around taming.
	Pet backpack (v1.1.0)	Introduces a pet backpack for carrying pets.
	Player corpse (v1.12.0)	
	Player model library (v1.0.13)	
	Playerlist (v2.1.5)	View the player list on Vintage Story servers
	Primitive survival (v3.9.7)	Traps, fishing, and a whole lot more (ft. Siddly, BlurryFace, CaptainOats, JapanHasRice, and Brady_The)

	Racial ability (v0.1.25)	Mod adding classes for fantasy races and much more
	Racial equality (v0.1.23)	Mod adding fantasy races as game character models
	Recipe patcher (v1.1.2)	Fast. Flexible. Dream of any JSON patcher. Patches recipes with surgical precision.
	Rifteye (v0.5.1)	Adds player management and inventory inspection GUI
	Rp voice chat (v2.3.24)	A mod that adds in game voice proximity chat! Also bunch of in-game communication tools!
	Rustbound magic (v3.0.18)	Adds magic to Vintage Story.
	Server status for webpage (v1.0.16)	Server Status infos for the webpage
	Slovakpatch (v1.0.8)	Simple mod that adds various Slovak translation for mods made for Tábor survival --> www.vintagestory.cz <--
	Speedboat (v1.0.0)	Control the speed of boats in Vintage Story
	Stirlingmotor (v2.0.0)	StirlingMotor
	Teleportation network patched (v1.14.9)	Adds surface teleport network
	Temporal technology (v1.2.2)	Temporal Technology - Locustmod resurrection by DejFidOFF.
	Th3dungeon (v0.4.4)	A mod to bring procedural dungeon generation to Vintage Story
	Th3dungeontopentrance (v0.4.1)	A config mod to add to each dungeon a entrance visible at the surface.
	Th3essentials (v2.12.0)	Th3Dilli's essentials mod
	The critters pack (v1.3.3)	Adds Hedgehogs, Ducks, Robins, Swans, Field mice, Squirrels, Yaks and more...
	Translocator engineering redux (v1.6.1)	Enables deconstruction, construction, and linking of Static Translocators (ft. CaptainOats, SpearAndFang, Macoto Hino, Peter Wedder, Billy Galbreath)
	Tupa's chat mod (v1.0.4)	A mod that improves the default chat with http/s link handling, better movility between group chats, and group chat locking.
	Valley of ashes (v1.3.0)	Craft plant and wood ash, ash fertilizer and potash.
	Vanilla variants (v7.1.0)	Variants of wood, stone and metal for vanilla blocks and items
	Vanity (v2.4.4)	Make your gear invisible to show off your style!—or just run around naked, I guess?
	Vs village (v3.0.1)	Mod that focuses on implementing a Village System and Villagers.
	Vs village aged village addon (v0.0.6)	Builder: NiclAss Adds a new aged village to Vintage Story. Requires VS Village.
	Wind chimes (v1.3.2)	Add decorative whind chimes
	Wolf taming (v4.0.1)	Mod that focuses on making wolves tameable and usable by the player.



Workbench expansion patch (v1.1.0)

Copy chiseled blocks, by placing the chiseled Block, a chisel and the original Blocks into the Workbench. Also craft a plaster Block with a chisel to a chiselable plaster Block

