I'm not a robot

Published by Henry Stone on November 28, 2022If you want to change your horse’s look again, go to the Wizard’s basement to use the shrine that allows the player to change their own look. My idea is we will have a option to choose what pattern our horse has, the color of their body, the color of their mane and the color of their pattern if the horse has one. How do you get a different horse in Stardew Valley? Where to Get It? To get one, purchase the Stable from Robin at the Carpenter’s Shop for 10,000g, 100 Hardwood, and 5 Iron Bars. The horse can be found in the Stable at the start of each day, even if you leave it somewhere else. How do I change my Stardew’s horse’s name? ❣You can change your name, your farm name, or the name of your pets whenever you want: ? Go to Settings. ? Tap Change Name. Can I rename my horse? A horse’s name can be changed upon receipt of an acceptable name choice, the original registration certificate and payment, per AQHA Rule REG118, so long as the horse has not: (a) Competed in an AQHA show or special event. (b) Started in a recognized race. Can you have multiple horses in Stardew Valley? Stardew Valley You can only have one horse and stable. How can I customize my horse? How to customize your horse. You can customize your horse at some (but not all) stables. On the side of the stable, you’ll find a character tending to a few horses of their own. Approach on horseback, hold ZL to focus on them, and press A to initiate horse customization. Can you only get the Arabian horse once? The other Arabian Horses still boat impressive speed and acceleration, but the Black coat can only be bought once you’ve reached Chapter 4 and must be purchased from the Saint Denis Stable. How do I change ownership on my horse passport? If you buy a horse Contact the Passport Issuing Organisation (PIO) within 30 days to update the passport ownership details. If the seller does not give you the horse’s passport, contact your local trading standards office for advice. Can I change my pet in Stardew Valley? You can, but not the species iirc. You can only make the cat look different. You can, but not the species iirc. Can you rename Epona? Also note that Epona cannot be renamed – the stablemasters all know a legendary horse when they see one. Epona will also get a unique saddle and bridle unavailable to other horses that prominently features the triforce emblem. How do you give a horse a name? Consider the horse’s breed and pedigree. For example, if you have a Buckskin horse, try naming them Beach Boy or Bear after their caramel-colored coat. Or, if you have a Palomino horse, try naming them Daisy or Penny after their golden coat. Some breed registries have rules and regulations for naming horses. What is the best horse name? Popular Horse Names Jasper. Rebel. Scout. Gypsy. Star. Willow. Lucky. Chance. How do you pick a horse name? Names must not have any obvious commercial significance. A name must not include suggestive, vulgar or obscene words and meanings and should not be in poor taste. Names should not be offensive to any religious, ethnic or political groups. You can not give a racehorse a name that features on the restricted list. Does a horse make you faster Stardew? Your horse can be ridden to travel faster than you can on foot. You automatically obtain a horse when you buy a Stable from Robin (10,000 gold, 100 hardwood*, 5 iron bars). Can you call your horse in Stardew Valley? The horse flute is incredibly simple to use. All you need to do is hold it and press the ‘use tool’ button; doing so will summon your horse. Is it better to have two horses or one? Horses that are kept with other horses are less bored and less likely to indulge in destructive habits like stall walking, wood chewing, and other abnormal repetitive behaviors. 1 It’s better physically and emotionally for your horse if he can be part of a herd, even if your horse spends part of its time in a stable. What is the rarest color for a horse? Among racehorses, there are many successful colors: bay, chestnut, and brown horses win a lot of races. Pure white is the rarest horse color. What’s Zelda’s horse name? Epona is a recurring fictional horse in The Legend of Zelda series of video games that debuted in The Legend of Zelda: Ocarina of Time. She was created by Yoshiaki Koizumi as the main form of transportation and steed of Link, the series protagonist. Is the black or white Arabian better? The Black Arabian is the best horse in the game, with it being a slight upgrade on the White Arabian. It will definitely be a major boost to your efforts in-game, and you should definitely add it to your stable if you have the chance. How can I get a free Arabian horse? How to Get the FREE Elite White Arabian in Red Dead Redemption 2 You should find the white horse in the snowy bank around the frozen lake. Once spotted, approach the Elite White Arabian very slowly as she will spook easily. Study her with RB. How long does it take to transfer horse ownership? Completion within 3 business days after all necessary paperwork and correct payment amount is received. Reddit and its partners use cookies and similar technologies to provide you with a better experience. By accepting all cookies, you agree to our use of cookies to deliver and maintain our services and site, improve the quality of Reddit, personalize Reddit content and advertising, and measure the effectiveness of advertising. By rejecting non-essential cookies, Reddit may still use certain cookies to ensure the proper functionality of our platform. For more information, please see our Cookie Notice and our Privacy Policy. Are you wondering what a horse is for in Stardew Valley? Is it worth it? Where can you buy one? Read this article to find out more about this animal. Unlocking the Horse for the first time is amazing. Animals fulfill various needs on a farm in real life, which remains the same in the game. There are many benefits to keeping farm animals like chickens, ducks, cows, goats, pigs, and even dinosaurs! A horse is a nice addition to your farm, but unlike pets like a cat or dog, which you earn over time, you have to purchase it. The horse is an animal known for its speed in real life, and that’s exactly what it’s used for in-game. Ride it to boost your speed by 30%, letting you travel faster than on foot. This is helpful once your farm has grown too big or you just want to save time when traveling to and from Pelican Town. You can also share it with other players in Multiplayer mode. To get one, purchase the Stable from Robin at the Carpenter’s Shop for 10,000g, 100 Hardwood, and 5 Iron Bars. The horse can be found in the Stable at the start of each day, even if you leave it somewhere else. You can ask Robin to build any farm building for you. You will be able to name it the first time you mount it. Demolishing the Stable will also remove it from your game. This animal will always go home to you even if you leave it outside the farm. If you sleep without fetching it, you will automatically find it back in the Stable in the morning. The Horse automatically returns to the Stable at the start of every day. However, you will get the following messages if you leave it: “ is wondering where you’ve been.”“Your loyal horse waits patiently for your return.” You can also summon it outdoors (including Ginger Island and the Desert) by playing the Horse Flute, which you can purchase in Qi’s Walnut Room for 50 Qi Gems. Unfortunately, you can’t go through small gaps when traveling vertically on your steed. But you can still do the following while riding: Open and close GatesOpen and close animal doors in the Coop and BarnPlace items inside the Shipping BinCollect items, add fish, add quest items, change appearance, and empty Fish PondSpeak to Villagers Unlike farm animals that need to eat every day or cats and dogs that need water and petting, it doesn’t need to eat and requires no upkeep at all. It doesn’t need food, water, pets, or medicine. We all love the vanilla Stardew Valley horse, but you can make it even better and improve your gameplay with a mod or two. Mods can make it teleport to you, improve the saddle and animation to make riding look more realistic, make it faster, and to fit small spaces and passageways. You can even use a mod called Better Horses to retexture it and make it look like a real-life breed. You can check out our favorite mods here. Animals fulfill several roles on the farm. Some are wildlife, which cannot be interacted with. A pet (cat, dog, or turtle) can be earned which the player can form a friendship with. A horse can be purchased to ride. And "farm animals" can be purchased which serve as a source of various kinds of produce, providing resources and profit. Farm animals require a building to house them. These may be obtained from Robin at the Carpenter's Shop, and usually require three days each to build. Baby farm animals (and related equipment needed for harvesting produce) can then be purchased from Marnie's Ranch. Animals may also be hatched from an Incubator. As soon as an animal is acquired, it must be assigned to an existing farm building of the right type, which is designated as its home. Each building has a limit to the number of animals it can house. Animals can be assigned to a different building by first petting it and then interacting with it a second time. A pop-up box appears that allows the reassignment to be made. Baby farm animals must first mature into adults before they are able to produce animal products. Each morning, adult animals that live in coops (chickens, ducks, rabbits and dinosaurs) have a chance of producing products that can be gathered from the floor of their building. Using the Milk Pail, cows can usually be milked daily, and goats can usually be milked once every two days. Sheep can be shorn with the Shears when their wool grows in, and pigs can be let outside to dig up Truffles that can then be picked up from the barnyard. Ostrichs leave their eggs on barns floor, like coop animals. Pets New Farm The player is allowed to adopt either a cat or a dog, depending on which was chosen on the character creation screen. There are several different styles of cat and dog. A cutscene will trigger where Marnie will be waiting outside the farm's door with a dog or cat on the first sunny Wednesday or Friday morning in Spring after earning data-sort-value="1000">1,000g. The Farmhouse must be exited between 6am and 9:30am to trigger this event. By the 20th of Spring the event will trigger, regardless of if the player made enough money. Adopting the pet is optional. Any name can be chosen for the pet the moment it is adopted, though its name cannot be changed after adopting it. If the player has not yet met Marnie before this cutscene, the meeting will count as an introduction. Additional Pets After reaching maximum friendship with the initial pet or reaching Year 2 without a pet, the player can purchase pet licenses from Marnie's Ranch to adopt additional pets.[1] Cats and dogs cost data-sort-value="40000">40,000g each. There are also two varieties of turtles, one for data-sort-value="60000">60,000g and the other for data-sort-value="500000">500,000g. The player should construct one additional outdoor Pet Bowl for each new pet using the Carpenter's Shop, to avoid losing friendship with that pet. Any pets that are no longer wanted can be removed from the farm by using Butterfly Powder on them. Cat or Dog Hats can be placed on cats and dogs. Turtle Hats cannot be placed on turtles. Friendship Click on the pet once each day to pet it, and they express love for you. The pet has a maximum friendship of 1000, increasing by 12 every time it is petted. Every 200 points is equal to 1 level, and having 999 friendship points will make the player eligible for 1 point in Grandpa's Evaluation. After reaching 1000 friendship points with the pet, the following message pops up: " loves you ♡"   You can check friendship with the pet in the Animals menu when paused. There is a Pet Bowl on some wooden tiles on the farm. It is in the top left area next to the house on the standard, forest, wilderness, hilltop, and riverland farms. It is on the intersection of the different sections on the four corners farm, right above the right shore on the beach farm, and at the top right area next to the house on the Meadowlands farm. The bowl can be filled with water for the pet, using a Watering Can. It cannot be filled by a sprinkler. Watering the pet's bowl will increase the pet's friendship by 6 points by the next morning. Note that this will not trigger if it is raining the next morning. On rainy days, the pet's bowl will automatically be full. If it rains before adopting a pet, the bowl will remain full until adopting a pet. Unlike with human NPCs, ignoring a pet or using a slingshot on it will not decrease friendship. Each night a pet does not have its own Pet Bowl, it will lose 10 friendship points the next morning.[2] Pet Gifts Upon reaching maximum friendship, each pet may drop items on the ground as a gift for the player when being petted for the first time each day. There is a 20% chance for a pet to drop a gift each day.[3] Like gifts sent in the mail from villagers, the gift that the pet drops is randomized each time the same day is reloaded. Chances listed below reflect how likely a gift is to be chosen, after passing the 20% chance for any gift to be dropped. Fish that cats can catch respect the game's current season, weather and time requirement. For example, if pet after 6 PM, there is a chance for the fish to be a Bream. Horse The horse is an in-game mount that boosts movement speed by 30% (increased by drinking coffee), and doesn't slow down while riding through crops on the farm. It's automatically obtained after purchasing the Stable from the Carpenter's Shop. The horse can be named once the player tries riding it for the first time, however, the chosen name cannot be changed. Leaving the horse somewhere will result in it waiting for the player and on their return one of these messages will be shown: " is wondering where you've been" or "Your loyal horse waits patiently for your return". Going to bed after leaving the horse outside the farm will result in the horse automatically finding its way home and in the stable the next morning. The horse can't travel through small gaps (except gates) when traveling vertically. These can be interacted with while mounted on the horse: Gate: can be opened and closed. Coop and Barn: animal doors can be opened and closed. Shipping Bin: items can be placed inside. Fish Pond: can collect items, add fish, add quest items, change appearance and empty pond. Villagers: can speak to villagers. Pets: can be petted. The Horse Flute can be used to warp the horse to the player. It only works outdoors (including Ginger Island and the Desert). The Horse can be fed a carrot to increase its Speed (+0.4) for the rest of the day. Reading Horse: The Book will permanently increase the horse's Speed (+0.5). Hats can be placed on horses. Animal Care Friendship Animals that live in barns and coops have a friendship rating that can be seen by right-clicking the animal after petting (while holding hay, this window cannot be opened). The Animals tab in the player menu allows the player to see their friendship rating with all their animals, as well as whether they have petted them that day. The rating is out of 5 hearts, is shown in half-heart increments, and is taken into account when deciding how likely that animal is to produce higher-quality products if that animal is capable of producing them in the first place. Each half-heart is equivalent to 100 points of friendship, making the maximum value of Friendship 1000. Actions that affect friendship are as follows: Petting (+15, or +30 if player has Shepherd or Coopmaster and animal is of relevant type) Milking or Shearing (+5, No penalty for not being milked or sheared) Eating Grass Outside (+8, or +16 if eating Blue Grass) Not Fed (-20 Calculated day-end) Trapped outside overnight (-20 Calculated day-end) Not Pet/Talked to (-5 to -10, Calculated day-end by the formula: (10 - (Friendship / 200))). This means they will lose less friendship if they are already at high friendship. Mood Like friendship, an animal's current mood can be checked by right-clicking after petting the animal. Mood is a very important factor when determining animal product quality and type. It is only taken into account when the game rolls animal produce at the beginning of the day, and has no effect otherwise. Mood is a value from 0 to 255. Its current value can be estimated from the message in the animals right click dialogue: looks really happy today! indicates Mood is at least 200 and at most 255. looks fine. indicates Mood is at least 30 and less than 200. looks sad. indicates Mood is at least 0 and less than 30. Actions that affect Mood are as follows (every 10 minutes refers to ingame minutes): Increases mood: Eating Grass Outside (Sets Mood to 255) Petting (+32 to +36 dependent on animal type, double amount if player has chosen the Shepherd or Coopmaster Profession and the animal is of the relevant type) The Season is Winter and the animal is in an area with a Heater, and has mood 150 or higher (+4 to +8 every 10 minutes past 6pm the Player stays awake, up to 255. Only one heater required. overrides all other "every 10 minutes" effects) Animal was fed (+4 to +16, dependent on animal type, Calculated when the Player sleeps, checks whether the animal ate either hay or grass) Animal outside after 6pm, but before 7pm, and has less than 150 Mood (+4 to +8 every 10 minutes, does not stack with any other "every 10 minutes" effect) The door of the animal's barn or coop was closed behind them at night Decreases mood: Animal outside in the rain or Winter (-4 to -8 every 10 minutes, does not stack with any other "every 10 minutes" effect) Animal outside past 7pm (-4 to -8 every 10 minutes, does not stack with any other "every 10 minutes" effect) Animal slept outside (-Half of current Mood, Calculated when the Player sleeps) Animal was not petted (-20 to -40, dependent on animal type, Calculated when the Player sleeps) Animal was not fed (-100, Calculated when the Player sleeps) Produce New animals must grow to adulthood before they start producing anything. Each animal type has a different amount of days required before they will be able to make a product. For example, cows and chickens can produce milk and eggs every day, and goats generally produce milk every other day. Animals who can produce a Deluxe/Large product will sometimes produce more frequently, however (see "Special case" below.) If the animal has met the required amount of days to create their product, some additional checks will be made to determine if they will actually produce. If the animal was not fed, it will not produce. If the animal has less than 70 Mood, there is a chance it will not produce. The lower the mood, the less likely it will produce. The percent chance it will still produce is equal to Mood / 70. Whether an animal produces a Deluxe or Large product, and the quality of the products, is determined at the very beginning of the day by some randomness as well as a combination of Mood and Friendship.[4] If an animal has 150 Mood or above, it will gain the ability to produce Quality and Large or Deluxe products. (Note, this is just the ability, the actual chance for these items is covered in the sections below, Quality and Large/Deluxe products are not guaranteed) If an animal is below 150 Mood, it still has a chance to have the ability to produce Quality and Large or Deluxe products. The lower the mood, the less likely. The percent chance to gain the ability is equal to Mood / 150. Special case: If an animal meets the requirement to produce something, but does not gain the ability to create a Quality or Large/Deluxe product, the game will not register the fact that it produced an item that day. In this case, animals that normally would take multiple days to produce, will produce again immediately the next day. Deluxe and Large Products A "Mood Modifier" is calculated when rolling for whether Deluxe produce (Large products, Duck Feathers, and Rabbit feet) will be created in the following ways: If Mood is more than 200, it will be multiplied by 1.5 If Mood is 100 or less, then "Mood Modifier" will be the animal's mood minus 100 (This will always result in a negative or zero modifier) Otherwise "Mood Modifier" is Zero (Mood is higher than 100, and up to 200) This "Mood Modifier" will be used in different ways depending on the animal. Duck Feathers and Rabbit Feet Ducks and rabbits will take into account the Daily Luck to determine if they will create their Deluxe produce. For each rabbit, an overall score is created using the following formula: ((Friendship + (Mood × Mood Modifier)) / 5000) + Daily Luck For each duck, an overall score is created using the following formula: ((Friendship + (Mood × Mood Modifier)) / 4750) + Daily Luck For example, a rabbit with 600 Friendship (3 Hearts), 150 Mood, and 0.10 Daily Luck, would be calculated as: = ((600 + (150 × 0)) / 5000) + 0.10 = ((600 + 0) / 5000) + 0.10 = 0.22 Each time a product is rolled, a random number between 0-1 is rolled against this score. If the overall score is higher than the random number, a Deluxe product will be created. At max Friendship, Mood, and Luck, there is a 40% chance of getting a Rabbit's Foot and a 42% chance of getting a Duck Feather. Large Eggs and Milk For animals to produce a Large product, the game will take Mood and Friendship into account. Only animals with 200 or higher friendship can produce Large products. Each animal will have an overall score created with the following formula: (Friendship + (Mood × Mood Modifier)) / 1200 For example, an animal with 600 Friendship (3 Hearts) and 210 Mood would be calculated as: = (600 + (210 × 1.5)) / 1200 = (600 + 315) / 1200 = 0.7625 Each time a product is rolled, a number between 0-1 is chosen randomly. If the overall score is higher than the random number, a Large product will be created. In our example there is a 76% chance of a large product. An overall score of at least 1200 will guarantee a Large product. Quality If the animal has the ability to produce a Quality item (150 mood or higher), it will roll for quality from normal to iridium.[4] Each animal will have an overall score created with the following formula: (Friendship / 1000) - (1 - (Mood / 225)) For example, an animal with 600 Friendship (3 Hearts) and 150 Mood would be calculated thus: = (600 / 1000) - (1 - (150 / 225)) = 0.6 - (1 - 0.666...) = 0.6 - 0.333... = 0.266... If the player has the Shepherd or Coopmaster Profession, 0.333 will be added to the score for any barn animals or coop animals respectively. The game will begin checking what quality to create by first seeing if the score value is above 0.95. If it is, the score divided by 2 will be compared against a random number between 0-1. If the score divided by 2 is greater than the random number, the item will be Iridium quality. In our given example, a score of 0.266... is not above 0.95; the item would not be able to become Iridium. If an Iridium quality item is not produced, the score divided by 2 will be compared against a random number between 0-1. If the score divided by 2 is greater than the random number, the item will be Gold quality. In our given example, a score of 0.266... would be divided by 2 to become 0.133...; the item would have a 13% chance to become Gold quality. If a Gold quality item is not produced, the score will be compared against a random number between 0-1. If it is greater than the random number, the item will be Silver quality. In our given example, if the item was not Gold, it would have a 26.6% chance to be Silver quality. If the item is not Silver quality, it will be Normal quality. Golden Animal Crackers A Golden Animal Cracker can be given to any farm animal (except pigs) to permanently double its produce. Housing Buildings can be purchased from the Carpenter's Shop, and will be completed in 3 days. Once placed, buildings can be moved around at the Carpenter's Shop as well. Barns, Coops and Slime Hutches house animals, Silos store hay, and the Stable unlocks the Horse. If 2 or more Coops or Barns are built, animals can be relocated by clicking on the animal and choosing the house icon. Food Farm animals who live in barns and coops need to eat every day, one "portion" per animal. They can eat either fresh grass (if allowed outside) or hay (if kept inside or are unable to find grass). If eating fresh grass, coop animals need to eat 2 tufts of grass (1 tuft of Blue Grass), and barn animals need to eat 4 (2 tufts of Blue Grass).[5][6] They do not die if not fed, but become upset and cease production of animal products until feeding resumes. They do not need to be fed on a festival day (except the Desert Festival, Trout Derby, SquidFest and Night Market), though they will eat grass if left outside. No hay will be consumed if they are left inside. Newly hatched, born, or purchased animals do not need to be fed on the day they arrive on the farm, but baby animals thereafter need to eat one "portion" (the same as adults) each day. If they don't have food, they do not grow on that day. Farm animals prefer fresh grass over hay, and become "very happy today!" (the best mood) upon eating fresh grass. They will not go out in winter, or when it is rainy, stormy, or snowy. Animals that remain inside or do not find grass to eat will eat hay instead, if it is available. Given that growing animal food is more difficult in Winter (Wheat on the Farm disappears on Winter 1, while grass stops spreading and produces less hay when cut), it is advisable to prepare by harvesting as much Hay as possible in Fall. Farm animals can eat from a feeding bench even if the bench is completely obstructed by placeable objects, such as Mayonnaise Machines or Cheese Presses. With a Deluxe Coop or a Deluxe Barn, the auto-feed system will still be able to dispense hay to the bench and the animals will still be able to eat from it, making the spaces immediately below the feeding bench eligible locations in which to place decorations or Artisan Equipment. Slimes in a Slime Hutch need no food, but their troughs can be filled daily with water from the watering can or automatically with a sprinkler. If watered, they will produce Slime Balls the next day. Horses and pets do not need to eat, but pets will be happier once the water bowl is filled each day. Animals Trapped Outside Animals that do go outside normally return to their buildings by 6pm to sleep. Closing the barn doors again in the evening prevents them from leaving immediately in the morning to eat grass, before the player has time to pet and tend to them the next day. Closing the door before all the animals have returned will result in the ones left out overnight vulnerable to wild animal attacks. The exact conditions that cause an animal to be trapped outside are not clear. It may be more likely for an animal to be trapped outside if the player does not leave the farm after 5pm (when animals begin to return to the barn/coop) and does not enter the barn/coop after 5pm (Leaving the farm and entering the barn/coop after 5pm both causes animals to transport or spawn to the inside of the barn/coop automatically). It may also be more likely to happen if the player goes to bed before 5pm. If it rains the next day, and the animal was left out, the animal will stay outside in the rain. This is the only instance in which a farm animal will be outside during the rain. Similarly, if an animal is trapped outside on the night of Fall 28, the animal will stay outside on Winter 1. An animal left outside its barn/coop will be grumpy the next day. Wild Animal Attacks If an animal has been trapped outside (see previous section) with the barn or coop doors closed, there is a chance they will be attacked by a wild animal during the night.[7] After the player goes to sleep, any events that will happen during the night (such as Bundle events) are calculated as normal. If no events are due to occur, there will be a 50% chance that the game will attempt to start a wild animal attack event. If this event proceeds, the game will go through all buildings to find a barn or coop that has their doors closed and has animals left outside. For each building, the game takes a random number between 0 and 1 and compares it to 1/(the number of total farm buildings). If the random number is larger, the building is ignored. In other words, the more buildings the player has, the less likely that one will be attacked. For example, if the player has two farm buildings, each building has a 50% chance of being attacked, three buildings would give 33%, four would give 25% chance of being attacked, etc. Once a building has been chosen, the event takes the first animal stuck outside from that building to be the target of the attack. The animal will be removed from the game and in the morning, all other animals will have a mood message saying " looks stressed and paranoid today. It seems like something bad happened last night." Besides this message, the other animals are unaffected. Animal Births Similar to animal attacks, if there are no other events occurring in the night, there will be a 50% chance that the game will attempt an animal birth event. The game searches through all buildings for an upgraded Barn that isn't full. The game then makes another check where the chance of proceeding with the event is the number of animals inside multiplied by 0.55%. For example, an upgraded barn with three animals inside would have a 1.65% chance of passing this check. If the building fails this check, the game will continue going through all buildings until none are left. If a barn passes all these checks, a random animal inside is chosen. If the animal is not a baby and has pregnancy enabled, that animal will give birth. Selling Animals To sell a coop or barn animal, right-click the animal after petting. The friendship/mood interface appears. Move the cursor over the gold coin button at the right to see how much the animal can be sold for. Click that button and the confirmation that follows to complete the sale. The sell price of a farm animal is Price × ((Friendship / 1000) + 0.3).[8] "Price" is read from the game's data file Data/FarmAnimals.xnb. Coop Animals These animals cannot be purchased until a Coop is built on the farm, and must occupy a spot in a coop. They will leave their products inside the coop each morning. Chickens Main article: Chicken Adult chickens will produce eggs every morning if fed. Happier chickens may produce larger, more valuable eggs. Image Name Cost Produces 5 Heart Selling Price Chicken data-sort-value="800">800g Egg - data-sort-value="50">50g Large Egg - data-sort-value="95">95g data-sort-value="1040">1,040g Chicken data-sort-value="800">800g Brown Egg - data-sort-value="50">50g Large Brown Egg - data-sort-value="95">95g data-sort-value="1040">1,040g Chicken data-sort-value="800">800g Egg - data-sort-value="50">50g Large Egg - data-sort-value="95">95g data-sort-value="1040">1,040g Void Chicken N/A Void Egg - data-sort-value="65">65g data-sort-value="1040">1,040g Golden Chicken N/A Golden Egg - data-sort-value="500">500g data-sort-value="1040">1,040g When purchasing from Marnie's Ranch, either a white or brown chicken is chosen randomly. After seeing Shane's 8-heart event, each chicken purchased from Marnie's Ranch has a 25% chance of being blue. Aside from appearance, blue chickens are identical to white chickens. A White, Brown, or Blue (if blue has been unlocked) Chicken can be received from incubating an egg of either type (White or Brown). A Void Chicken must be hatched from a Void Egg in an Incubator. There are three ways to obtain a Void Egg. In a random event after sleeping, a Witch will fly over one of the Big or Deluxe Chicken Coops, leaving a Void Egg in the morning. Alternatively, a Void Egg can be purchased from Krobus for data-sort-value="5000">5,000g in The Sewers. Shane may also gift a Void Egg if married to him. To obtain Golden Eggs and Golden Chickens, Perfection must be reached. After that, a Golden Egg can be purchased from Marnie's Ranch for data-sort-value="100000">100,000g and Qi's Walnut Room for data-sort-value="100"> 100. There is also a possibility of a Witch leaving a Golden Egg in a Coop, or a fishing treasure chest containing a Golden Egg. Ducks Main article: Duck Adult ducks will lay an egg or drop a Duck Feather every other day. Happier ducks have a higher chance to produce a Duck Feather instead of an egg. Image Name Cost Requirements Produces 5 Heart Selling Price Duck data-sort-value="1200">1,200g Big Coop Duck Egg - data-sort-value="95">95g Duck Feather - data-sort-value="250">250g data-sort-value="1560">1,560g Rabbits Main article: Rabbit Happy adult rabbits will produce Wool every 4 days. Rabbits will drop wool on their own. Happier rabbits have a higher chance to produce a Rabbit's Foot instead. Image Name Cost Requirements Produces 5 Heart Selling Price Rabbit data-sort-value="8000">8,000g Deluxe Coop Wool - data-sort-value="340">340g Rabbit's Foot - data-sort-value="565">565g data-sort-value="10400">10,400g Dinosaurs Main article: Dinosaur To obtain a Dinosaur, a Dinosaur Egg must be found, and then placed in an Incubator. In approximately 12.5 days, a Dinosaur will hatch. The Dinosaur acts like any other coop animal, but it lays a Dinosaur Egg every 7 days and makes no sound. Image Name Cost Requirements Produces 5 Heart Selling Price Dinosaur N/A Big Coop Dinosaur Egg - data-sort-value="350">350g data-sort-value="1300">1,300g Barn Animals These animals cannot be purchased until a Barn is built on the farm, and must occupy a spot in a barn. Out of their produces, Milks and Wools are either gathered with a tool. In the case of pigs, they leave Truffles on the ground outside while grazing. Ostriches leave their eggs on barn floors, like coop animals. Barn animals (except Ostriches) may become pregnant at random if the pregnancy option is enabled on their status menu. This is opened by interacting with the animal after petting it. An icon to the right of the menu can be toggled to allow pregnancy for that animal. If an animal becomes pregnant, during the night a message box will pop up saying an animal gave birth. The game will then prompt the player to choose a name for the new animal. For pregnancy to happen the player needs to have upgraded to at least a Big Barn and have enough room for another animal. Cows Main article: Cow Adult Cows will produce Milk daily. If they reach higher friendship, they will produce Large Milk, which is much more valuable. Milk is collected with a Milk Pail. Image Name Cost Produces 5 Heart Selling Price Cow data-sort-value="1500">1,500g Milk - data-sort-value="125">125g Large Milk - data-sort-value="190">190g data-sort-value="1950">1,950g Cow data-sort-value="1500">1,500g data-sort-value="1950">1,950g Goats Main article: Goat Goats typically produce milk every other day. Like with cows, milk from goats may be harvested with a Milk Pail. Image Name Cost Requirements Produces 5 Heart Selling Price Goat data-sort-value="4000">4,000g Big Barn Goat Milk - data-sort-value="225">225g Large Goat Milk - data-sort-value="345">345g data-sort-value="5200">5,200g Sheep Main article: Sheep Sheep can be shorn when their coat grows in. Shears can be purchased at Marnie's Ranch. A sheep will normally grow in its coat every 3rd day if it has been fed and has at least 70 happiness. If the player has 900 or more Friendship with the sheep and has pet it at least one time, it will reduce it to every other day. If the player also has the Shepherd profession, it will reduce the time required to regrow by an extra day, making a sheep grow its coat every single day. Image Name Cost Requirements Produces 5 Heart Selling Price Sheep data-sort-value="8000">8,000g Deluxe Barn Wool - data-sort-value="340">340g data-sort-value="10400">10,400g Pigs Main article: Pig Pigs will find Truffles after being let outdoors. Truffles can be used in the Oil Maker to make Truffle Oil. Collection will be affected by Foraging skill, allowing the player to gather iridium quality Truffles with a chance of double harvest. During Winter, pigs will not produce Truffles since they don't leave the barn. Image Name Cost Requirements Produces 5 Heart Selling Price Pig data-sort-value="16000">16,000g Deluxe Barn Truffle - data-sort-value="625">625g data-sort-value="20800">20,800g Ostriches Main article: Ostrich A mature and fed Ostrich produces an Ostrich Egg every 7 days. Image Name Cost Requirements Produces 5 Heart Selling Price Ostrich N/A Barn Ostrich Egg - data-sort-value="600">600g data-sort-value="20800">20,800g Slime Hutch See: Slime Hutch Other Animals Many animals (or 'critters') can be seen throughout the game, but cannot be interacted with, such as rabbits, squirrels, frogs, crows, woodpeckers, sparrows, butterflies, opossums, etc. Squirrels may occasionally cause Hazelnuts or other tree seeds to fall to the ground, and rabbits can knock berries from bushes during Salmonberry or Blackberry season. On Ginger Island, crabs, caldera monkeys, parrots, a marsupial and tropical butterflies can be seen. Some "other" animals are described below. Butterflies Butterflies are abundant, and come in many colors, though they can only be seen outdoors in warm weather. To see butterflies, shake or chop trees, or place a Butterfly Hutch. On Ginger Island, unique tropical varieties of butterfly can be seen. Crows Every night, there is a chance that crows will eat crops[9] (including Fiber Seeds) on The Farm. Crows will not eat crops grown from wild seeds, seeds themselves (i.e., crops planted that day), or crops within range of one or more scarecrows. For every 16 crops (rounded down), a crow may try to eat a crop. This is maxed at 4 crows. Each crow has a 30% chance of attempting to eat. A crow attempting to eat a crop will try 10 times to find an eligible crop. A crow chooses a random tile on the farm that is either tilled, contains a tree, contains grass, or has flooring on it. (Note: This is done after overnight un-tilling[4]) If this tile contains a crop that has grown beyond seeds, the crow will stop looking. If the crop is in range of a scarecrow, the crow will be scared off. Otherwise the crow will eat the crop. Note that crows will eat dead crops leftover from previous seasons. Each crow will only eat one crop, but may continue to hop around and peck at the ground afterwards. This animation is purely cosmetic. Before scarecrows are unlocked, the only way to ensure no crows appear is to plant at most 15 crops at a time. This implies that the initial 15 Parsnip Seeds provided by Lewis can all be safely planted; harvesting them gives the player enough experience to reach Farming level 1 and unlock scarecrows. However, planting just one additional crop (even wild seeds, or a crop at the seed stage) can trigger crows. Note that there are no crows on the Ginger Island farm, so this section does not apply to crops that are planted there. Fireflies During the summer, fireflies can be seen everywhere at night, particularly in Cindersap Forest. They create a small glow of light around them. Frogs When cutting weeds, there is a chance of seeing a green frog appear and run away. A frog appears as part of Sebastian's 14-heart event. If the player equips a Frog Egg trinket, they will gain a frog companion, which can come in a wide variety of colors. Owls Owls as they can only be seen in the data file. Owls can be seen only at night. In Spring and Summer, they can appear starting at 8pm; in Fall at 7pm, and in Winter at 6pm. There is a 1% chance for an owl to appear every 10 in-game minutes. [10] Parrots On Ginger Island, parrots can sometimes be seen flying overhead, or roosting in the trees in the island's jungle. Parrots on perches can be fed with Golden Walnuts to unlock various rewards. A parrot also appears as part of Emily's 4-heart event, and in her house afterwards. If the player equips a Parrot Egg trinket, they will gain a parrot companion. Seagulls Seagulls appear at the beach. They can be seen floating in the water, doing nothing, or cleaning themselves with their beak. When on the ground, they may also move slightly in the direction they're facing by hopping. Should the player get too close, they will fly away. Bugs If the pet is in position to block movement up the path to the backwoods while the player is riding a horse, the pet will not move to allow the player through. It is possible to easily glitch through one-tile-wide objects (like fences, sprinklers, or scarecrows) while riding the horse. Just ride vertically alongside the object, then turn 90° into the object. Placing the horse behind the Ice Cream Stand when nobody is there lets the player buy Ice Cream during Summer. References ↑ See GameLocation::animalShop in the game code. ↑ See Pet::dayUpdate in the game code. ↑ See Content\Data\Pets.xnb and Pet::checkAction in the game code. ↑ 4.0 4.1 4.2 See Farm::dayUpdate in the game code. ↑ See FarmAnimal:Eat in the game code. ↑ See Grass:reduceBy in the game code. ↑ See SoundInTheNightEvent::SetUp and SoundInTheNightEvent::makeChangesToLocation in the game code. ↑ See FarmAnimal::getSellPrice in the game code. ↑ See Farm::addCrows in the game code. ↑ See GameLocation::tryToAddCritters in the game code. 1.02: If you have not received your pet yet, you will get another chance to get it. 1.3.27: Fixed bug causing animal happiness to decrease if the player stayed up after 6pm. Added ability to place hats on horses. 1.4: Added 2 new styles of cat and 2 new styles of dog. Made pet style changeable at Shrine of Illusions. Added ability to remove hats from horses. Removed exploit allowing wallpaper #108 to be used in an incubator in place of a Dinosaur Egg. Rain now fills the pet bowl. Pets now stay inside the farmhouse all day when it's raining. Sales of animals now count towards game's total earnings. 1.4.3: Fixed a bug where naming a pet the same name as an NPC would cause the pet to appear in place of the NPC on the calendar. 1.5: Duck purchase price reduced from 4000g to 1200g. Duck Feather sell price increased from 125g to 250g. Duck feather drop rate increased. Pets no longer block construction of new buildings. Sprinklers can now water troughs in a Slime Hutch. Added Ostriches and Golden Chickens. Added new cosmetic critters on Ginger Island. 1.5.4: Duck sell price reduced. 1.6: The player now chooses between 5 different types of cats and 5 different types of dogs, up from 3 each. The player can also purchase additional pets, including turtles. Cats, dogs, and turtles can randomly give the player a gift after reaching maximum friendship and being petted. There is now a way to have pet friendship decrease, by not giving them a Pet Bowl. Pets can be removed with Butterfly Powder. Pets can no longer be changed at The Shrine of Illusions. Added Horse: The Book and the ability to feed a carrot to the horse once per day. Added Animals tab in the menu. Added Golden Animal Crackers and Blue Grass. Farm animals now gain a little happiness if you close the animal door behind them at night. Added Frog Egg and Parrot Egg. Added a new rare ambient critter (opossum). Bug where horse can be parked behind the Ice Cream Stand to allow Ice Cream purchase now limited to Summer. 1.6.3: Players can start adopting pets in Marnie's shop if they don't have one in year two. 1.6.4: Fixed pet adoption catch-all case only working if the player had the Animal Catalogue and only applying specifically in Year 2. Fixed disappearing pets bug. 1.6.9: Fixed cat gifts being effected by Bait attached to holding Fishing Pole. From Stardew Valley Wiki Jump to navigation Jump to search The Stable is a farm building purchasable from Robin at the Carpenter's Shop. It takes two days to build. When complete, it allows the player to obtain a horse, which is included with the stable. The horse will be found in the stable at the start of each day. After the stable is built, the player is able to name the horse the first time it is ridden. A farm can normally have only one stable, but in multiplayer games, each player can build their own stable. History 1.1: Demolishing the stable now also removes the horse from the game. Your horse can be ridden to travel faster than you can on foot. You automatically obtain a horse when you buy a Stable from Robin (10,000 gold, 100 hardwood[1], 5 iron bars). Horses in Stardew require no upkeep. They need no food, water, medicine, or petting. (However, you can feed them carrots and it's really cute.) If you leave your horse elsewhere, it will return to its stable safely overnight. Right clicking your horse while dismounted and having a hat equipped will place that hat on your horse. ↑ Hardwood is easiest found in the Secret Woods, where you can harvest up to 12 logs a day Published by Clayton Newton on November 28, 2022A farm can normally have only one stable, but in multiplayer games, each player can build their own stable. Stable Animals: Horse Size: 4×2 How do you get more horses in Stardew Valley? Where to Get It? To get one, purchase the Stable from Robin at the Carpenter’s Shop for 10,000g, 100 Hardwood, and 5 Iron Bars. The horse can be found in the Stable at the start of each day, even if you leave it somewhere else. You can ask Robin to build any farm building for you. Are horses useful Stardew Valley? Horses are one of Stardew Valley’s unsung heroes. Not only are they cute, but they’re also super useful for getting around town to speak to NPC’s and access different locations. Can you move the horse stable Stardew Valley? To relocate your Stable, move your cursor to the base of the Stable, click, move your cursor to the desired location and then click again. Exit the menu. Your Stable should now be moved. Make sure the area where you want to move your Stable to is 100% clear before heading to Robin. Can you breed 2 Mares horse Valley? No. Only a horse that is at it’s final growth stage (Mare and Stallion for female and male horses respectively) can breed, no matter if they’re max level or not. Does a horse make you faster Stardew? Your horse can be ridden to travel faster than you can on foot. You automatically obtain a horse when you buy a Stable from Robin (10,000 gold, 100 hardwood*, 5 iron bars). How many horses fit in a stable Stardew Valley? Stardew Valley Title says it all. You can only have one horse and stable. Originally posted by MadamLizzy: You can only have one horse and stable. Do I need to keep petting my animals Stardew Valley? To keep your animals happy, you’ll have to feed and pet them daily. Petting animals allows you to increase your friendship level with them. You’ll want to do this since some species like cows or ducks will produce better quality and large or deluxe products if you have a high enough friendship with them. What happens if you lose your horse in Stardew Valley? It reappears in it’s stable every morning. Doesnt matter where you leave your horse, in the morning it will be safe and sound in its stable. Can you build 2 stables Stardew? A farm can normally have only one stable, but in multiplayer games, each player can build their own stable. Can you change the color of your horse in Stardew Valley? If you want to change your horse’s look again, go to the Wizard’s basement to use the shrine that allows the player to change their own look. Can you call your horse in Stardew Valley? The horse flute is incredibly simple to use. All you need to do is hold it and press the ‘use tool’ button; doing so will summon your horse. What is the rarest horse in horse Valley? Description. The Arabian can be bought from inside the paddock behind Rachel. They’re rare to see due to their steep price and competition with the Clydesdale and Andalusian. The Arabian horse has a chestnut coat, with a gradient to a darker chestnut on their legs. Can you breed nightmare in horse Valley? You can only breed Nightmare with another Nightmare, both required to have not bred before. You can get Nightmare as both a stallion and mare. If Nightmare appears different after taming, make sure your “Show Magic” setting is turned on. Nightmare spawns from around 20:00 to 06:00 in-game time. What is the best horse in horse Valley? The Clydesdale is currently the largest breed in Horse Valley. The Clydesdale costs the same amount as the Arabian and Andalusian, being 38,400 coins. Does Coffee affect horse Stardew? The speed of the player’s horse is also increased. As a drink, its buff stacks with any food buffs (including Speed), but replaces any other drink buffs (i.e., from Triple Shot Espresso, Ginger Ale or Green Tea). Why does Stardew Valley tell you when a train is passing through? “A Train is Passing Through Stardew Valley” refers to the train near the Spa. When the message appears, quickly run north of the Spa toward the railroad tracks to spot a few train cars riding by. A few resources will drop off the train as its passing through, but only if you’re around to collect them. How much faster is the horse than walking in Stardew? The player’s base speed is: 2 when walking. 5 when running. 6.6 when riding a Horse. What is the rarest horse in Star stable? Starbreeds are mystical and rare horses making an appearance exclusively in Jorvik. It is said that they came about after magic meteorites fell on the island and began affecting the wild horses. Do stable horses Respawn? They don’t respawn per se, but the stables “restock” the horses they have on sale a few days after your horse’s death. Do horses need heaters Stardew Valley? Does it need a heater for the winter? Looked on the wiki but it just had mostly info on the OTHER farm animals and not the horse or how it is similar/different. The horse is completely self sufficient! Reddit and its partners use cookies and similar technologies to provide you with a better experience. By accepting all cookies, you agree to our use of cookies to deliver and maintain our services and site, improve the quality of Reddit, personalize Reddit content and advertising, and measure the effectiveness of advertising. By rejecting non-essential cookies, Reddit may still use certain cookies to ensure the proper functionality of our platform. For more information, please see our Cookie Notice and our Privacy Policy.