

Game Server Settings

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Main Settings

Setting Name	Type	Values	Description/Behaviour
GameDifficulty	Enum	Relaxed (0) - Relaxed Difficulty, Bosses will in general not use too complex mechanics Normal (1) - Normal Difficulty, Bosses will use the default mechanics. Hard (2) - Brutal Difficulty (called Hard in code), Bosses will use some more advanced mechanics and behaviours.	Defines the behaviour of the Bosses
GameModeType	Enum	PvE (0) - Defines a PvE game mode PvP (1) - Defines a PvP game mode	Defines if Vampires should be able to deal damage or destroy other players/vampires castles. Still relies on CastleDamageMode and PlayerDamageMode
CastleDamageMode	Enum	Never (0) - Players will never be able to damage other players castles Always (1) - Players will always be able to damage other players castles TimeRestricted (2) - Will be active during the times defined under PlayerInteractionSettings.VSCastleWeekdayTime and PlayerInteractionSettings.VSCastleWeekendTime	Defines if Vampires can deal damage to other players castles. Will only be active if GameModeType is PvP
PlayerDamageMode	Enum	Always (0) - Players will always be able to damage each other TimeRestricted (1) - Will be active during the times defined under PlayerInteractionSettings.VSPlayerWeekdayTime and PlayerInteractionSettings.VSPlayerWeekendTime	Defines if Vampires can deal damage to other vampires. Will only be active if GameModeType is PvP
SiegeWeaponHealth	Enum	VeryLow (0) - 750 Low (1) - 1000 Normal (2) - 1250 High (3) - 1750 VeryHigh (4) - 2500 MegaHigh (5) - 3250 UltraHigh (6) - 4000 CrazyHigh (7) - 5000 Max (8) - 7500	Defines how much health siege golems should have.

CastleHeartDamageMode	Enum	CanBeDestroyedOnlyWhenDecaying (0) - Castle heart can only be destroyed while the castle is decaying CanBeDestroyedByPlayers (1) - Castle heart can be destroyed by players. NOTE: Affected by CastleDamageMode CanBeSeizedOrDestroyedByPlayers (2) - Castle heart can both be seized and destroyed by players. NOTE: Affected by CastleDamageMode	Defines if players can destroy/take over other players castles
PvPProtectionMode	Enum	Disabled (0) - 0 Seconds VeryShort (1) - 900 Seconds (15 Minutes) Short (2) - 1800 Seconds (30 Minutes) Medium (3) - 3600 Seconds (1 Hour) Long (4) - 7200 Seconds (2 Hours)	Defines that if PvP enabled, how long is the player protected on spawn
DeathContainerPermission	Enum	Anyone (0) - Anyone can loot death containers ClanMembers (1) - Any clan member can loot death containers OnlySelf (2) - Only the owner of the death container can loot it	Defines who has access for the DeathContainer for a player who died
RelicSpawnType	Enum	Unique (0) - Only one of each shard can exist. They are destroyed when durability reaches 0. Plentiful (1) - There is no limit to how many of each shard can exist.	Defines how many Relics (Shards) can exist, Unique = one of each type, Plentiful = multiple
CanLootEnemyContainers	bool	False (0) True (1)	Defines if players can loot containers in enemy castles (ex. Chests)
BloodBoundEquipment	bool	False (0) True (1)	Defines if the player will keep their equipment upon death.
TeleportBoundItems	bool	False (0) True (1)	Defines if the player can be blocked from using the teleporter due to having certain resources items in their inventory.
BatBoundItems	bool	False (0) True (1)	Defines if the player can be blocked from turning into a bat due to having certain resources items in their inventory.
BatBoundShards	bool	False (0) True (1)	Defines if the player can be blocked from turning into a bat due to having Shards equipped or in their inventory.
AllowGlobalChat	bool	False (0) True (1)	Defines if Global chat should be enabled/disabled.
AllWaypointsUnlocked	bool	False (0) True (1)	Defines if all waypoint should be unlocked.
FreeCastleRaid	bool	False (0) True (1)	Defines if raiding another player Castle is free or has a cost.
FreeCastleClaim	bool	False (0) True (1)	Defines if claiming another players Castle is free or has a cost.
FreeCastleDestroy	bool	False (0) True (1)	Defines if destroying another players Castle is free or has a cost.
CastleRelocationEnabled	bool	False (0) True (1)	Defines if players should be able to relocate their castle
InactivityKillEnabled	bool	False (0) True (1)	Defines if inactive users should be killed.
InactivityKillTimeMin	int	Undefined	Defines the minimum duration until killed when inactive. (Seconds)

InactivityKillTimeMax	int	Undefined	Defines the maximum duration until killed when inactive. (Seconds)
InactivityKillSafeTimeAddition	int	Undefined	Defines additional duration used when player is in a safe spot. (Castle) (Seconds)
InactivityKillTimerMaxItemLevel	byte	Range: 0 - 255	Defines max item level used to lerp between InactivityKillTimeMin and InactivityKillTimeMax until a player is deemed inactive and killed.
DisableDisconnectedDeadEnabled	bool	False (0) True (1)	Defines if the "Disable" disconnected dead vampires feature should be disabled or not.
DisableDisconnectedDeadTimer	int	Undefined	Defines the duration until disconnected dead vampires should be disabled.
DisconnectedSunImmunityTime	float	Range: 0 to 3600	Defines how long the vampire is immune to sun when disconnecting in sun. (Seconds)
InventoryStacksModifier	float	Range: 0.25 to 3	Defines a multiplier on how many of each item can stack up in an inventory.
DropTableModifier_General	float	Range: 0.25 to 3	Defines a multiplier on the drop ratio of items in the world.
DropTableModifier_Missions	float	Range: 0.25 to 3	Defines a multiplier on the drop ratio of items when sending servants on missions
DropTableModifier_StygianShards	float	Range: 0.25 to 3	Defines a multiplier on the drop ratio of Stygian shards dropped in Rift Incursions
SoulShard_DurabilityLossRate	float	Range: 0 to 3	Durability loss rate for Soul Shards
MaterialYieldModifier_Global	float	Range: 0.25 to 3	Defines a multiplier on the resource yield when hitting a resource node (tree, rock, metal vein etc.)
BloodEssenceYieldModifier	float	Range: 0.25 to 3	Defines a multiplier on how much Blood Essence is gained when killing living beings.
JournalVBloodSourceUnitMaxDistance	float	Range: Undefined	Unused
PvPVampireRespawnModifier	float	Range: 0 to 3	Defines a multiplier on how fast the vampires will respawn after being killed in a PvP fight.
CastleMinimumDistanceInFloors	byte	Range: 0 to 255	Unused/Broken. Previously defined the range between castles, but no longer used as of the introduction of Castle Territories
ClanSize	byte	Range: 1 to 50	Defines the max size of a player clan
BloodDrainModifier	float	Range: 0 to 3	Defines a multiplier on the rate of which blood is being drained from the Vampires over time.
DurabilityDrainModifier	float	Range: 0 to 3	Defines a multiplier on the rate of which durability is being drained on equipment.
GarlicAreaStrengthModifier	float	Range: 0 to 3	Defines a multiplier on the effects of Garlic
HolyAreaStrengthModifier	float	Range: 0 to 3	Defines a multiplier on the effects of Holy Radiation

SilverStrengthModifier	float	Range: 0 to 3	Defines a multiplier on the effects of carrying Silver Items
SunDamageModifier	float	Range: 0 to 3	Defines a multiplier on the effects of the Sun
CastleDecayRateModifier	float	Range: 0 to 3	Defines a multiplier on how fast a castle breaks down when in decay
CastleBloodEssenceDrainModifier	float	Range: 0 to 3	Defines a multiplier on how fast the castle hearts drain blood essence
CastleSiegeTimer	float	Range: 60 to 1800	Defines how long the castle is determined to be "Sieged" when the castle has been breached (Seconds)
CastleUnderAttackTimer	float	Range: 0 to 60	Defines how long the castle is determined to be "Under attack" when being attacked. (Seconds)
CastleRaidTimer	float	Range: 60 to 3600	Defines how long the castle defenses are down when triggered on a Castle Heart during a PvP siege. (Seconds)
CastleRaidProtectionTime	float	Range: 0 to 604 800 (7 Days)	Defines how long a castle is protected from another Raid after being raided. (Seconds)
CastleExposedFreeClaimTimer	float	Range: 0 to 3600	Defines how long a castle is free to claim after it has been forfeited by its owner. (Seconds)
CastleRelocationCooldown	float	Range: 0 to 2 592 000 (30 Days)	Defines how often a castle can be relocated (Seconds)
AnnounceSiegeWeaponSpawn	bool	False (0) True (1)	Defines if the Siege Golems should be announced when spawned
ShowSiegeWeaponMapIcon	bool	False (0) True (1)	Defines if the Siege Golems should be shown on the map
BuildCostModifier	float	Range: 0 to 3	Defines a multiplier on the cost of building
RecipeCostModifier	float	Range: 0 to 3	Defines a multiplier on the cost of crafting items
CraftRateModifier	float	Range: 0.25 to 6	Defines a multiplier on how fast items are being crafted
RefinementCostModifier	float	Range: 0 to 3	Defines a multiplier on the cost of refining items
RefinementRateModifier	float	Range: 0.25 to 6	Defines a multiplier on how fast items are being refined
ResearchTimeModifier	float	Range: 0 to 6	Unused
DismantleResourceModifier	float	Range: 0 to 1	Defines a multiplier on how many resources are returned when dismantling a placed object
ServantConvertRateModifier	float	Range: 0.25 to 6	Defines a multiplier on how fast servants are being converted
RepairCostModifier	float	Range: 0 to 3	Defines a multiplier on the cost of repairing items
Death_DurabilityFactorLoss	float	Range: 0 to 1	Defines how much durability is lost upon death in PvP

Death_DurabilityLossFactorAsResources	float	Range: 0 to 1	Defines how much of the durability being lost is being dropped as resources instead of pure durability loss.
StarterEquipmentId	int	0 - None 742198603 - Copper -663535879 - Merciless Copper 688096336 - Iron -1502721803 - Merciless Iron 28431735 - Dark Silver -983090495 - Sanguine -1466803079 - Dracula	Defines the starting equipment when spawned in the crypt.
StarterResourcesId	int	0 - None 1982471388 - Level 30 1504234317 - Level 40 548330870 - Level 50 815373441 - Level 60 -1370930855 - Level 70 -1394108841 - Level 80	
StartingProgressionLevel	byte	Range: 0 to 255	Defines which level new connected players start at (progression wise)
VBloodUnitSettings	List<VBloodUnitSetting>		Defines specific settings for VBloods
UnlockedAchievements	List<int>	List of possible values: -1770927128 - Collecting the Remains 436375429 - Wielding the Sword -1400391027 - Mastering Magic -2102083739 - Defensive Measures 1566228114 - Hides of the Wild 1695239324 - Into the Woods -54280488 - Gathering 1694767961 - Lord of Shadows -1899098914 - Fortify -122882616 - Shelter 560247139 - Getting Ready for the Hunt -1995132640 - Blood Hunt -302458684 - Thirst for Power -1434604634 - The first book in the Library 1668809517 - Expanding my Domain 334973636 - Building a Castle 134993992 - Waygate 606418711 - Lord of the Manor -892747762 - Servants -437605270 - Army of Darkness -1472413073 - Broaden Horizons 1248242594 - Blood on Tap -327597689 - Throne of Command 149111189 - Reign Supreme -452204266 - An Eye into Mortium 1805684941 - A Castle reaching the Sky -699165894 - Nightfall Steed 1861267375 - Vampire Empire -2104585843 - Soul Stones 1762480233 - Lord of the Night	List of all Achievements being unlocked for new vampires.
UnlockedResearchs	List<int>	List of possible values: -495424062 - Tier 1 -1292809886 - Tier 2 -1262194203 - Tier 3	List of all Research Tiers being unlocked for new vampires.
GameTimeModifiers	GameTimeModifiers		Sub setting element for how Game Time is set up.
VampireStatModifiers	VampireStatModifiers		Sub setting element containing specific modifiers related to the vampire
UnitStatModifiers_Global	UnitStatModifiers		Sub setting element containing specific modifiers for units. (Non V-Blood)
UnitStatModifiers_VBlood	UnitStatModifiers		Sub setting element containing specific modifiers for units. (V-Blood)

EquipmentStatModifiers_Global	EquipmentStatModifiers		Sub setting element containing specific modifiers related to the vampire equipment
CastleStatModifiers_Global	CastleStatModifiers		Sub setting element containing specific settings related to the Castle Building
PlayerInteractionSettings	PlayerInteractionSettings		Sub setting element containing specific settings related to player interactions
TraderModifiers	TraderModifiers		Sub setting element containing specific modifiers related to Trader
WarEventGameSettings	WarEventGameSettings		Sub setting element containing specific settings related to WarEvent

StarterResourcesId

Sub Setting Elements

VBloodUnitSetting

Setting Name	Type	Values	Description/Behaviour
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UnitId	int	List of possible values: -1905691330 - Alpha the White Wolf 1124739990 - Keely the Frost Archer -2025101517 - Errol the Stonebreaker 2122229952 - Rufus the Foreman 1106149033 - Grayson the Armourer 577478542 - Goreswine the Ravager 763273073 - Lidia the Chaos Archer 1896428751 - Clive the Firestarter -2039908510 - Nibbles the Putrid Rat -2122682556 - Finn the Fisherman -484556888 - Polora the Feywalker -1391546313 - Kodia the Ferocious Bear 153390636 - Nicholas the Fallen -1659822956 - Quincey the Bandit King -1942352521 - Beatrice the Tailor -29797003 - Vincent the Frostbringer -99012450 - Christina the Sun Priestess -1449631170 - Tristan the Vampire Hunter 619948378 - Sir Erwin the Gallant Cavalier -1365931036 - Kriig the Undead General 939467639 - Leandra the Shadow Priestess 1945956671 - Maja the Dark Savant 613251918 - Bane the Shadowblade 910988233 - Grethel the Glassblower 850622034 - Meredith the Bright Archer -1065970933 - Terah the Geomancer 24378719 - Frostmaw the Mountain Terror 795262842 - General Elena the Hollow -753453016 - Gaius the Cursed Champion -496360395 - General Cassius the Betrayer -1968372384 - Jade the Vampire Hunter -680831417 - Raziel the Shepherd 1688478381 - Octavian the Militia Captain 172235178 - Ziva the Engineer -1101874342 - Domina the Blade Dancer 106480588 - Angram the Purifier -548489519 - Ungora the Spider Queen 109969450 - Ben the Old Wanderer -1208888966 - Foulrot the Soultaker -203043163 - Albert the Duke of Balaton -1505705712 - Willfred the Village Elder 326378955 - Cyril the Cursed Smith -26105228 - Sir Magnus the Overseer 192051202 - Baron du Bouchon the Sommelier 685266977 - Morian the Stormwing Matriarch -2013903325 - Mairwyn the Elementalist 814083983 - Henry Blackbrew the Doctor -1383529374 - Jakira the Shadow Huntress -1669199769 - Stavros the Carver 1295855316 - Lucile the Venom Alchemist -910296704 - Matka the Curse Weaver -1347412392 - Terrorclaw the Ogre 114912615 - Azariel the Sunbringer 2054432370 - Voltatia the Power Master 336560131 - Simon Belmont the Vampire Hunter 173259239 - Dantos the Forgebinder 1112948824 - Lord Styx the Night Champion -1936575244 - Gorecrusher the Behemoth 495971434 - General Valencia the Depraved -740796338 - Solarus the Immaculate -393555055 - Talzur the Winged Horror 591725925 - Megara the Serpent Queen 1233988687 - Adam the Firstborn -327335305 - Dracula the Immortal King	Defines which VBlood unit the other settings within this element applies to.
UnitLevel	byte	Range: 0 - 255	Modifies the specific VBlood level, 0 = Not modified at all
DefaultUnlocked	bool	False (0) True (1)	Defines if this VBlood Unit should be unlocked by default or not

GameTimeModifiers

Setting Name	Type	Value	Description/Behaviour
DayDurationInSeconds	float	Range: 60 to 86400 (1 Day)	Defines the duration of a day-night cycle in real time seconds
DayStartHour	byte	Range: 0 to 23	Defines the start time hour of day (In game time)
DayStartMinute	byte	Range: 0 to 59	Defines the start time minute of day (In game time)
DayEndHour	byte	Range: 0 to 23	Defines the end time hour of day (In game time)
DayEndMinute	byte	Range: 0 to 59	Defines the end time minute of day (In game time)
BloodMoonFrequency_Min	byte	Range: 1 to 255	Defines minimum days between Blood Moons
BloodMoonFrequency_Max	byte	Range: 1 to 255	Defines maximum days between Blood Moons
BloodMoonBuff	float	Range: 0 to 1	Defines a modifier on the effect of a Blood Moon

VampireStatModifiers

Setting Name	Type	Value	Description/Behaviour
MaxHealthModifier	float	Range: 0.01 to 10	Defines a modifier on the health of the vampire
PhysicalPowerModifier	float	Range: 0.01 to 10	Defines a modifier on the physical power of the vampire
SpellPowerModifier	float	Range: 0.01 to 10	Defines a modifier on the spell power of the vampire
ResourcePowerModifier	float	Range: 0.01 to 10	Defines a modifier on the "resource power" of the vampire (how fast the vampire damages resource nodes)
SiegePowerModifier	float	Range: 0.01 to 10	Unused
DamageReceivedModifier	float	Undefined	Defines a modifier on how much damage the vampire takes
ReviveCancelDelay	float	Undefined	Defines how much time until you can cancel a revive

UnitStatModifiers

Setting Name	Type	Value	Description/Behaviour
MaxHealthModifier	float	Range: 0.01 to 10	Defines a modifier on the health of the units
PowerModifier	float	Range: 0.01 to 10	Defines a modifier on the power of the units
LevelIncrease	byte	Range: 0 to 100	Defines an increase of the Level of the units

EquipmentStatModifiers

Setting Name	Type	Value	Description/Behaviour
MaxHealthModifier	float	Range: 0.01 to 10	Defines a modifier on the MaxHealth given from equipment
ResourceYieldModifier	float	Range: 0.01 to 10	Defines a modifier on the ResourceYield given from equipment
PhysicalPowerModifier	float	Range: 0.01 to 10	Defines a modifier on the Physical Power given from equipment
SpellPowerModifier	float	Range: 0.01 to 10	Defines a modifier on the Spell Power given from equipment
SiegePowerModifier	float	Range: 0.01 to 10	Defines a modifier on the Siege Power given from equipment

CastleStatModifiers

Setting Name	Type		Description/Behaviour
TickPeriod	float	Range: 0.1 to 600	Defines how often Castle decay is being refreshed.
SafetyBoxLimit	byte	Range: 0 to 255	Defines max amount of Vampire Lockboxes in a castle
TombLimit	byte	Range: 0 to 255	Defines max amount of Tombs in a castle
EyeStructuresLimit	byte	Range: 0 to 255	Defines max amount of Eye of Twilight in a castle
VerminNestLimit	byte	Range: 0 to 255	Defines max amount of Vermin Nests in a castle
PrisonCellLimit	byte	Range: 0 to 255	Defines max amount of Prison Cells in a castle
ArenaStationLimit	byte	Range: 0 to 255	Defines the max amount of Arena stations in a Castle
HeartLimits	HeartLimits		
CastleLimit	byte	Range: 0 to 255	Defines max amount of castles per player
NetherGateLimit	byte	Range: 0 to 255	Defines max amount of Nether Gates in a castle
ThroneOfDarknessLimit	byte	Range: 0 to 255	Defines max amount of Throne of Darkness in a castle
CastleHeartLimitType	enum	User, Clan	Defines if the castle heart limit is by user basis or Clan basis

HeartLimits

Setting Name	Type	Description/Behaviour
Level1	HeartLevelLimit	Settings for Castle Level 1
Level2	HeartLevelLimit	Settings for Castle Level 2
Level3	HeartLevelLimit	Settings for Castle Level 3
Level4	HeartLevelLimit	Settings for Castle Level 4
Level5	HeartLevelLimit	Settings for Castle Level 5

HeartLevelLimit

Setting Name	Type	Value	Description/Behaviour
FloorLimit	short	Range: Undefined	Defines the max amount of "Floor tiles" available within a Castle
ServantLimit	byte	Range: 0 to 35	Defines the max amount of servants within a castle
HeightLimit	byte	Range: 0 to 255	Defines the max height for a castle (may vary depending on the placement of the castle)

PlayerInteractionSettings

Setting Name	Type	Value	Description/Behaviour
TimeZone	enum	Local - Whatever local time zone is for the server machine UTC - UTC Time PST - Pacific Standard Time (UTC - 7) EST - Eastern Standard Time (UTC - 4) CET - Central European Time (UTC + 1) CST - Chinese Standard Time (UTC + 8)	Time Zone used by the server

VSPPlayerWeekdayTime	StartEndTimeData		Defines when Player vs Player damage is enabled on weekdays (If applicable)
VSPPlayerWeekendTime	StartEndTimeData		Defines when Player vs Player damage is enabled on weekends (If applicable)
VSCastleWeekdayTime	StartEndTimeData		Defines when Castles can be destroyed on weekdays (If applicable)
VSCastleWeekendTime	StartEndTimeData		Defines when Castles can be destroyed on weekends (If applicable)

StartEndTimeData

Setting Name	Type	Value	Description/Behaviour
StartHour	byte	Range: 1 to 23	Start hour for timespan
StartMinute	byte	Range: 1 to 59	Start minute for timespan
EndHour	byte	Range: 1 to 23	End hour for timespan
EndMinute	byte	Range: 1 to 59	End minute for timespan

TraderModifiers

Setting Name	Type	Value	Description/Behaviour
StockModifier	float	Range: 0.25 to 10	Defines a modifier on the stock of items the trader has
PriceModifier	float	Range: 0.25 to 10	Defines a modifier on the price of items sold at a trader
RestockTimerModifier	float	Range: 0.25 to 10	Defines a modifier on how often the trader restocks

WarEventGameSettings

Setting Name	Type	Value	Description/Behaviour
Interval	enum	Minimum - 30 minutes VeryShort - 1 hour Short - 1 hour 30 minutes Medium - 2 hours Long - 4 hours VeryLong - 8 hours Extensive - 12 hours Maximum - 24 hours	Defines the time between the war events (Incursions)
MajorDuration	enum	Minimum - 15 minutes VeryShort - 20 minutes Short - 25 minutes Medium - 30 minutes Long - 35 minutes VeryLong - 45 minutes Extensive - 1 hour Maximum - 2 hours	Defines the length of the major war events (Major Incursions)
MinorDuration	enum	Minimum - 15 minutes VeryShort - 20 minutes Short - 25 minutes Medium - 30 minutes Long - 35 minutes VeryLong - 45 minutes Extensive - 1 hour Maximum - 2 hours	Defines the length of the minor war events (Minor Incursions)
WeekDayTime	StartEndTimeData		Defines which hours of the day the war events can spawn during weekdays

WeekendTime	StartEndTimeData		Defines which hours of the day the war events can spawn during weekends
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