Game Server Settings

Content

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, Bosses will use some more advanced mechanics and behaviours.	Defines the behaviour of the Bosses
GameModeType	Enum	**PvP (0)** - Defines a PvP game mode **PvE (1)** - Defines a PvE 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 do damage eachother **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 (1)** - 1250 **High (2)** - 1750 **VeryHigh (3)** - 2500 **MegaHigh (4)** - 3250 **UltraHigh (5)** - 4000 **CrazyHigh (6)** - 5000 **Max (7)** - 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.
AllowGlobalChat	bool	**False (0)** **True (1)**	Defintes 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 **InactivityKillTime Min** 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
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
ResearchCostModifier	float	**Range:** 0 to 3	Defines a multiplier on the cost of researching
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_DurabilityLossFactorAsResource	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.

StartedResourceId	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

Sub Setting Elements

VBloodUnitSetting

Setting Name	Type	Values	Description/Behaviour
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** - Nicholaus 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 **-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 **-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 **-910296704** - Matka the Curse Weaver **-1347412392** - Terrorclaw the Ogre **114912615** - Azariel the Sunbringer **2054432370** - Voltatia the Power Master **336560131** - Simon Belmont the Vampire Hunter **1112948824** - Lord Styx the Night Champion **-1936575244** - Gorecrusher the Behemoth **495971434** - General Valencia the Depraved **-740796338** - Solarus the Immaculate **-393555055** - Talzur the Winged Horror **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
MovementSpeedModifier	float	**Range:** 0.01 to 10	Defines a modifier on the Movement Speed 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
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

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
VSPlayerWeekdayTime	**StartEndTimeData**		Defines when Player vs Player damage is enabled on weekdays (If applicable)
VSPlayerWeekendTime	**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 timespawn

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** - 15 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** - 15 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