Setting Name	Value	Description	Default Value	Min Value	Max Value
GameModeType			PvP		
Named Value 1	PvP	Defines basics for PvP Gamemode			
Named Value 2	PvE	Defines basics for PvP Gamemode			
CastleDamageMode			Always		
Named Value 1	Never	Players may never deal damage to enemy castle structures			
Named Value 2	Always	Players may always deal damage to enemy castle structures			
Named Value 3	TimeRestricted	Players may only damage enemy castle structures during certain real-time frames			
SiegeWeaponHealth		Setting for Siege Golem Health	Normal		
Named Value 1	VeryLow	500			
Named Value 2	Low	1000			
Named Value 3	Normal	1500			
Named Value 4	High	2000			
Named Value 5	VeryHigh	2500			
PlayerDamageMode		Setting for when players can damage other players (Disabled in PvE)	Always		
Named Value 1	Always	Players can always deal damage to other players			
Named Value 2	TimeRestricted	Players may only damage other players during certain real-time frames			
CastleHeartDamageMode		Defines interactions with enemy Castle Hearts	CanBeDestroyedOnlyWhenDecaying		
Named Value 1	CanBeDestroyedOnlyWhenDecaying	Players may only destroy enemy castle hearts when the Castle Heart is in Decay			
Named Value 2	CanBeDestroyedByPlayers	Players may destroy enemy castle hearts using "key" items in the game			
Named Value 3	CanBeSeizedOrDestroyedByPlayers	Players may destroy and seize control of enemy castle hearts using "key" items in the game			
PvPProtectionMode		The duration where players cannot be damage by other players when joining a PvP server in seconds	Short		
Named Value 1	Disabled	0			
Named Value 2	VeryShort	900			
Named Value 3	Short	1800			
Named Value 4	Medium	3600			
Named Value 5	Long	7200			
DeathContainerPermission		Defines who may loot the body when a player dies	Anyone		
Named Value 1	Anyone	Everyone can loot the body			
Named Value 2	ClanMembers	Only self and Clan members may loot the body			
Named Value 3	OnlySelf	Only self may loot the body			
RelicSpawnType		Defines if soul shard items are unique (only one of each per server) or if a new one spawn everytime a soul shard boss is slain	Unique		
Named Value 1	Unique	Soul shards are unique - only one of each type may exist at a time on the server			
Named Value 2	Plentiful	Soul shards are plentiful - a new one is dropped everytime a soul shard boss is slain			
CanLootEnemyContainers	TRUE	If players may loot enemy stashes, containers, and crafting stations	TRUE	FALSE	TRUE
BloodBoundEquipment	TRUE	When enabled, most equipment will not be dropped upon death.	TRUE	FALSE	TRUE
TeleportBoundItems	TRUE	When enabled, some items will prevent you from using waygates.	TRUE	FALSE	TRUE
AllowGlobalChat	TRUE	Allow players to write messages that all players on the server can read.	TRUE	FALSE	TRUE
AllWaypointsUnlocked	FALSE	Do NOT change this it does not work and breaks the game atm	FALSE	FALSE	TRUE
FreeCastleClaim	FALSE	Seizing an enemy player castle heart requires no materials.	FALSE	FALSE	TRUE
FreeCastleDestroy	FALSE	Destroying an enemy player castle heart requires no materials.	FALSE	FALSE	TRUE
InactivityKillEnabled	TRUE	Inactive players are automatically killed after a set duration	TRUE	FALSE	TRUE
InactivityKillTimeMin	3600	Minimum timer before inactive player is killed in seconds based on gear level	3600	0	int.max
InactivityKillTimeMax	604800	Maximum timer before inactive player is killed in seconds based on gear level	604800	NO MIN	NO MAX
InactivityKillSafeTimeAddition	172800	Additional time before an inactive player is killed in seconds when standing in a castle territory	172800	NO MIN	NO MAX
InactivityKillTimerMaxItemLevel	84	The maximum gear level that the inactivity min and max timers are based on from 1 - this value	84	NO MIN	NO MAX
DisableDisconnectedDeadEnabled	TRUE	If dead disconnected players are disabled	TRUE	FALSE	TRUE
DisableDisconnectedDeadTimer	60	The time for a disconnected dead player to become disabled	60		
InventoryStacksModifier	1,0	Multiplies the amount of items that can be combined into a single stack.	1,0	0,25	5
DropTableModifier_General	1,0	Multiplies all droptables with this factor granting more or less drops from kills and chests	1,0	0,25	5
DropTableModifier_Missions	1,0	Multiplies the amount of loot received from successful servant hunts.	1,0	0,25	5
MaterialYieldModifier_Global	1,0	Multiplies the amount of materials received from harvesting resource nodes	1,0	0,25	5
BloodEssenceYieldModifier	1,0	Multiplies the amount of blood essence received from defeating enemies.	1,0	0,25	5
JournalVBloodSourceUnitMaxDistance	25,0	NOT USED	25,0		
PvPVampireRespawnModifier	1,0	Multiplies the additional respawn duration players suffer from being slain in PvP.	1,0	0	5
CastleMinimumDistanceInFloors	2	The number of minimum tiles where placers can place a castle heart and/or floors next to another heart	2	1	10
ClanSize	4	The number of players that can join a single clan. Players in a clan can rise together, share progress and build castles together.	4	1	10
BloodDrainModifier	1,0	Rate for how quickly players loose blood. A higher rate results in higher blood consumption.	1,0	0	5
DurabilityDrainModifier	1,0	Multiplies the amount of durability suffered from dealing or receiving damage.	1,0	0	5
GarlicAreaStrengthModifier	1,0	Affects the rate of how quickly garlic stack when exposed.	1,0	0	5
HolyAreaStrengthModifier	1,0	Multiplies the effect of the Holy element.	1,0	0	5
SilverStrengthModifier	1,0	Affects the damage received when carrying silver items.	1,0	0	5
SunDamageModifier	1,0	Affects the duration a player may stand in the sun before starting to take damage.	1,0	0	5
CastleDecayRateModifier	1,0	Rate for how quickly a castle deteriorate when the castle heart has run out of Blood Essence.	1,0	0	5
CastleBloodEssenceDrainModifier	1,0	Rate for how quickly a castle consumes blood essence. A higher rate results in higher blood essence consumption.	1,0	0,1	5
CastleSiegeTimer	420	The amount of time a castle is deemed as breached when enemy players breaks through the outer defenses. Players may not construct new structures or walls while a castle is breached and all structures are susceptible to damage while in this state. Time is defined in seconds.	420	1	1800
CastleUnderAttackTimer	60	The amount of time where players are blocked from building structures or walls while being under attack. A castle is deemed under attack whenever enemy players manages to deal damage to any wall or door using explosives or siege golems.	60	1	180
AnnounceSiegeWeaponSpawn	TRUE	Shows a system message in the chat when a Siege Golem is being summoned.	TRUE	FALSE	TRUE
ShowSiegeWeaponMapIcon	TRUE	Show Siege Golems on the big map.	TRUE	FALSE	TRUE
BuildCostModifier	1,0	Multiplies the amount of materials required to build structures.	1,0	0	10
RecipeCostModifier	1,0	Multiplies the cost of crafting items.	1,0	0	10
CraftRateModifier	1,0	The rate for crafting items and equipment in crafting stations, a higher rate results in more rapid crafting (not refinement stations)	1,0	0,1	10
ResearchCostModifier	1,0	Unused Modifier for Research	1,0	0,1	10
RefinementCostModifier	1,0	Multiplies the cost of refining items.	1,0	0,1	10
RefinementRateModifier	1,0	Rate for how quickly materials are refined. A higher rate result in more rapid refinement.	1,0	0,1	10
ResearchTimeModifier	1,0	Unused Modifier for Research	1,0	0,1	10
DismantleResourceModifier	0,75	The material reimbursement players receive from dismantling a structure.	0,75	0	1
ServantConvertRateModifier	1,0	Rate for how quickly humans turn into servants. A higher rate result in more rapid conversion.	1,0	0,1	20
RepairCostModifier	1,0	Modifies the cost for repairing an item	1,0	0	10
Death_DurabilityFactorLoss	0,25	The amount of durability loss that equipment suffer upon death when defeated in PvP. Players are deemed as in PvP for a duration after dealing damage to another player or receiving damage from another player.	0,25	0	1,0
Death_DurabilityLossFactorAsResources	1,0	Durability loss suffered upon death is dropped as materials. This value defines the amount of materials that are either lost or dropped. A value of 0 results in all materials being lost while a value of 1 results in all materials being dropped.	1,0	0	1,0
GameTimeModifiers					
DayDurationInSeconds	1080	The duration of an ingame day in seconds	1080	60	86400
DayStartHour	9	The starting hour of the ingame day	9	0	25
DayStartMinute	0	The starting minute of the ingame day	0	0	60

Setting Name	Value	Description	Default Value	Min Value	Max Value
DayEndHour	17	The end hour of the ingame day	17	0	24
DayEndMinute	9	The end minute of the ingame day	9	0	24
BloodMoonFrequency_Min	10	The minimum frequence for how often a blood mon may occur	10	1	255
BloodMoonFrequency_Max	18	The maximum frequence for how often a blood moon may occur	18	1	255
BloodMoonBuff	0,2	The amount of additional movement speed in % that a player gain during blood moon	0,2	0,1	1
PlayerInteractionSettings		Player & Castle Interactions			
TimeZone		Time Zone used for various other settings			
Named Value 1	Local	Local System Time			
Named Value 2	UTC	UTC			
Named Value 3	PST	PST (Pacific Standard Time, UTC -8)			
Named Value 4	CET	CET (Central European Time, UTC +1)			
Named Value 5	CST	CST (China Standard Time, UTC +8)			
VSPlayerWeekdayTime					
StartHour	17	The real time starting hour for activating Player vs Player PvP during standard weekdays		0	24
StartMinute	0	The real time starting minute for activating Player vs Player PvP during standard weekdays		0	60
EndHour	23	The real time ending hour for deactivating Player vs Player PvP during standard weekdays		0	24
EndMinute	0	The real time end minute for deactivating Player vs Player PvP during weekdays		0	60
VSPlayerWeekendTime					
StartHour	17	The real time starting hour for activating Player vs Player PvP during weekends		0	24
StartMinute	0	The real time starting minute for activating Player vs Player PvP during weekends		0	60
EndHour	23	The real time ending hour for deactivating Player vs Player PvP during weekends		0	24
EndMinute	0	The real time end minute for deactivating Player vs Player PvP during weekends		0	60
VSCastleWeekdayTime					
StartHour	17	The real time starting hour for activating Castle PvP during standard weekdays		0	24
StartMinute	0	The real time starting minute for activating Castle PvP during standard weekdays		0	60
EndHour	23	The real time ending hour for deactivating Castle PvP during standard weekdays		0	24
EndMinute	0	The real time end minute for deactivating Castle PvP during weekdays		0	60
VSCastleWeekendTime					
StartHour	17	The real time starting hour for activating Castle PvP during weekends		0	24
StartMinute	0	The real time starting minute for activating Castle PvP during weekends		0	60
EndHour	23	The real time ending hour for deactivating Castle PvP during weekends		0	24
EndMinute	0	The real time end minute for deactivating Castle PvP during weekends		0	60
VampireStatModifiers					
MaxHealthModifier	1,0	Multiplies the maximum amount of health.	1,0	0,1	5
MaxEnergyModifier	1,0	Unused modifier	1,0	0,1	5
PhysicalPowerModifier	1,0	Multiplies players physical power, this value affects the amount of damage players deal using weapon attacks and weapon skills.	1,0	0,1	5
SpellPowerModifier	1,0	Multiplies players spell power, this value affects the amount of damage and healing players deal using spells.	1,0	0,1	5
ResourcePowerModifier	1,0	Multiplies the amount of damage players deal to resource objects.	1,0	0,1	5
SiegePowerModifier	1,0	Unused modifier	1,0	0,1	5
DamageReceivedModifier	1,0	Multiplies any damage received.	1,0	0,1	5
ReviveCancelDelay	1,0	Do not change this modifier	5,0	NO MIN	NO MAX
UnitStatModifiers_Global					
MaxHealthModifier	1,0	Multiplies the maximum amount of health of standard units	1,0	0,1	5
PowerModifier	1,0	Multiplies the damage output of standard units	1,0	0,1	5
UnitStatModifiers_VBlood					
MaxHealthModifier	1,0	Multiplies the maximum amount of health of V Blood units	1,0	0,1	5
PowerModifier	1,0	Multiplies the damage output of V Blood units	1,0	0,1	5
EquipmentStatModifiers_Global					
MaxEnergyModifier	1,0	Unused modifier	1,0	0,1	5
MaxHealthModifier	1,0	Multiplies the amount of health received from equipment	1,0	0,1	5
ResourceYieldModifier	1,0	Multiplies the resource yield modifiers from equipment	1,0	0,1	5
PhysicalPowerModifier	1,0	Multiplies the physical power gained from equipment , this value affects the amount of damage players deal using weapon attacks and weapon skills.	1,0	0,1	5
SpellPowerModifier	1,0	Multiplies the amount of spell power gained from equipment, this value affects the amount of damage and healing players deal using spells.	1,0	0,1	5
SiegePowerModifier	1,0	Unused modifier	1,0	0,1	5
MovementSpeedModifier	1,0	Multiplies the amount of movement speed players gain from equipment that affects movement speed	1,0	0,1	5
CastleStatModifiers_Global					
TickPeriod	5	How often the castle decay damage should tick	5	NO MIN	NO MAX
DamageResistance	0	Not used	0		
SafetyBoxLimit	1	The number of vampire lockboxes players may build in a single castle.	1	0	20
TombLimit	12	The number of tombs players may build in a single castle.	12	1	20
VerminNestLimit	4	The number of vermin nests players may build in a single castle.	4	1	20
CastleLimit	2	The number of castle hearts a single player is allowed to construct	2	1	5
HeartLimits					
Level1					
Level	1	The level granting these bonuses - Should probably not be altered - unknown behaviour	1		
FloorLimit	30	Defines the number of borders and castle floors that players may build in each castle.	30	9	250
ServantLimit	3	The number of servant coffins players may build in a single castle.	3	1	20
Level2					
Level	2	The level granting these bonuses - Should probably not be altered - unknown behaviour	2		
FloorLimit	80	Defines the number of borders and castle floors that players may build in each castle.	80	9	250
ServantLimit	5	The number of servant coffins players may build in a single castle.	5	1	20
Level3					
Level	3	The level granting these bonuses - Should probably not be altered - unknown behaviour	3		
FloorLimit	150	Defines the number of borders and castle floors that players may build in each castle.	150	9	250
ServantLimit	7	The number of servant coffins players may build in a single castle.	7	1	20
Level4					
Level	4	The level granting these bonuses - Should probably not be altered - unknown behaviour	4		
FloorLimit	250	Defines the number of borders and castle floors that players may build in each castle.	250	9	250
ServantLimit	9	The number of servant coffins players may build in a single castle.	9	1	20
StarterEquipmentId		ID for a set of starter items			
Value 1	-376135143	Copper Equipment (Lvl 30)			
Value 2	-1613823352	Iron Equipment (Lvl 50)			
Value 3	-258598606	Darksilver Equipment (Lvl 70)			
Value 4	1177675846	Sanguine Equipment (Lvl 80)			
StarterResourcesId		ID for a set of starter resources			
Value 1	-696202180	Copper Material (Lvl 30)			
Value 2	481718792	Iron Material (Lvl 50)			
Value 3	-766909665	Darksilver Material (Lvl 70)			
UnlockedAchievements					

Setting Name	Value	Description	Default Value	Min Value	Max Value
	1 -1770927128	Collecting the Remains			
	2 436375429	Wielding the Sword			
	3 -1400391027	Mastering Magic			
	4 -2071097880	Armour of Bones			
	5 1695239324	Into the WOods			
	6 1502386974	Stone Breaker			
	7 1694767961	Lord of Shadows			
	8 -1899098914	Fortify			
	9 560247139	Getting Ready for the Hunt			
	10 -1995132640	Blood Hunt			
	11 -1434604634	The first book in the Library			
	12 1668809517	Expanding my Domain			
	13 334973636	Building a Castle			
	14 606418711	Lord of the Manor			
	15 -892747762	Servants			
	16 -437605270	Army of Darkness			
	17 -2104585843	Throne of Command			
	18 -327597689	Soul Stones			
	19 1762480233	Blood of Liminance			
UnlockedResearchs					
Tier 1	-495424062	Unlock all Tier 1 Research			
Tier 2	-1292809886	Unlock all Tier 2 Research			
Tier 3	-1262194203	Unlock all Tier 3 Research			
VBloodUnitSettings					
UnitId	-1905691330	Alpha Wolf			
UnitLevel	16			1	100
DefaultUnlocked	FALSE			FALSE	TRUE
UnitId	1124739990	Keely the Frost Archer			
UnitLevel	20			1	100
DefaultUnlocked	FALSE			FALSE	TRUE
UnitId	2122229952	Rufus the Foreman			
UnitLevel	20			1	100
DefaultUnlocked	FALSE			FALSE	TRUE
UnitId	-2025101517	Errol the Stonebreaker			
UnitLevel	20			1	100
DefaultUnlocked	FALSE			FALSE	TRUE
UnitId	763273073	Lidia the Chaos Archer			
UnitLevel	26			1	100
DefaultUnlocked	FALSE			FALSE	TRUE
UnitId	1106149033	Grayson the Armourer			
UnitLevel	27			1	100
DefaultUnlocked	FALSE			FALSE	TRUE
UnitId	577478542	Goreswine the Ravager			
UnitLevel	27			1	100
DefaultUnlocked	FALSE			FALSE	TRUE
UnitId	-2039908510	Putrid Rat			
UnitLevel	30			1	100
DefaultUnlocked	FALSE			FALSE	TRUE
UnitId	1896428751	Clive the Firestarter			
UnitLevel	30			1	100
DefaultUnlocked	FALSE			FALSE	TRUE
UnitId	-484556888	Polora the Feywalker			
UnitLevel	34			1	100
DefaultUnlocked	FALSE			FALSE	TRUE
UnitId	-1391546313	Ferocious Bear			
UnitLevel	36			1	100
DefaultUnlocked	FALSE			FALSE	TRUE
UnitId	153390636	Nicholaus the Fallen			
UnitLevel	37			1	100
DefaultUnlocked	FALSE			FALSE	TRUE
UnitId	-1659822956	Quincey the Bandit King			
UnitLevel	37			1	100
DefaultUnlocked	FALSE			FALSE	TRUE
UnitId	-1942352521	Beatrice the Tailor			
UnitLevel	38			1	100
DefaultUnlocked	FALSE			FALSE	TRUE
UnitId	-29797003	Vincent the Frostbringer			
UnitLevel	40			1	100
DefaultUnlocked	FALSE			FALSE	TRUE
UnitId	-99012450	Christina the Sun Priestess			
UnitLevel	44			1	100
DefaultUnlocked	FALSE			FALSE	TRUE
UnitId	939467639	Leandra the Shadow Priestess			
UnitLevel	46			1	100
DefaultUnlocked	FALSE			FALSE	TRUE
UnitId	-1449631170	Tristan the Vampire Hunter			
UnitLevel	46			1	100
DefaultUnlocked	FALSE			FALSE	TRUE
UnitId	-1065970933	Terah the Geomancer			

Setting Name	Value	Description	Default Value	Min Value	Max Value
UnitLevel	48			1	100
DefaultUnlocked	FALSE			FALSE	TRUE
UnitId	850622034	Meredith the Bright Archer			
UnitLevel	52			1	100
DefaultUnlocked	FALSE			FALSE	TRUE
UnitId	24378719	Frostmaw the Mountain Terror			
UnitLevel	56			1	100
DefaultUnlocked	FALSE			FALSE	TRUE
UnitId	1688478381	Octavian the Militia Captain			
UnitLevel	58			1	100
DefaultUnlocked	FALSE			FALSE	TRUE
UnitId	-680831417	Raziel the Shepherd			
UnitLevel	60			1	100
DefaultUnlocked	FALSE			FALSE	TRUE
UnitId	-548489519	Ungora the Spider Queen			
UnitLevel	60			1	100
DefaultUnlocked	FALSE			FALSE	TRUE
UnitId	-203043163	The Duke of Balaton			
UnitLevel	62			1	100
DefaultUnlocked	FALSE			FALSE	TRUE
UnitId	-1208888966	Foulrot the Soultaker			
UnitLevel	62			1	100
DefaultUnlocked	FALSE			FALSE	TRUE
UnitId	-1968372384	Jade the Vampire Hunter			
UnitLevel	62			1	100
DefaultUnlocked	FALSE			FALSE	TRUE
UnitId	-1007062401	Willfred Werewolf Chieftain			
UnitLevel	64			1	100
DefaultUnlocked	FALSE			FALSE	TRUE
UnitId	-2013903325	Mairwyn the Elementalist			
UnitLevel	64			1	100
DefaultUnlocked	FALSE			FALSE	TRUE
UnitId	685266977	Morian the Stormwing Matriach			
UnitLevel	68			1	100
DefaultUnlocked	FALSE			FALSE	TRUE
UnitId	114912615	Azariel the Sunbringer			
UnitLevel	68			1	100
DefaultUnlocked	FALSE			FALSE	TRUE
UnitId	-1347412392	Terrorclaw the Ogre			
UnitLevel	68			1	100
DefaultUnlocked	FALSE			FALSE	TRUE
UnitId	-910296704	Matka the Curse Weaver			
UnitLevel	72			1	100
DefaultUnlocked	FALSE			FALSE	TRUE
UnitId	1112948824	Nightmarshal Styx the Sunderer			
UnitLevel	76			1	100
DefaultUnlocked	FALSE			FALSE	TRUE
UnitId	-1936575244	Gorecrusher the Behemoth			
UnitLevel	78			1	100
DefaultUnlocked	FALSE			FALSE	TRUE
UnitId	-393555055	The Winged Horror			
UnitLevel	78			1	100
DefaultUnlocked	FALSE			FALSE	TRUE
UnitId	-740796338	Solarus the Immaculate			
UnitLevel	80			1	100
DefaultUnlocked	FALSE			FALSE	TRUE