



A SIMPLIFIED MOD GUIDE BY JAX & NYX

Starting on our server can feel overwhelming for new players, so this guide is designed to make your first steps smoother and help you feel confident as you settle in.

Before diving into the rest of the guide, the first important step is to join our Discord server. It's packed with helpful information, and our community is always eager to lend a hand.

Discord Link: <https://discord.gg/WSJ5cWtEZp>

BLOODCRAFT FEATURES

Bloodcraft is an experience-based leveling mod we currently use on Purrgatory. In fact, Purrgatory is the home server of the Bloodcraft mod! The mod features multiple systems to engage with, allowing players to gain experience, level up, and prestige.

- Experience Leveling
- Weapon Expertise
- Player Professions
- Familiars
- Classes
- Prestiging
- Quests
- Blood Legacies

GETTING STARTED

TASK	COMMAND
Gives you a small starter kit (One time use! We recommended to claim this outside of the tutorial area in case of death)	.kitme
Displays current level progress	.lvl get
Enables or disables leveling experience logging	.lvl log
Shows stats from credits on demand	N/A

As you start killing enemies, you'll notice a **yellow aura** that surrounds your player. This indicates that your character is levelling up. In Purrgatory, you won't gain gear level, like the vanilla base game. Instead, you'll level up like in a traditional MMO-RPG game by killing various NPCs.

Nyx's section below this point

For a list of **all** the commands, see the **README**:

<https://github.com/mfoltz/Bloodcraft/blob/main/README.md>

MAKE A NOTE SOMEWHERE THAT THE SERVER RESTARTS AT 6PM EST EVERY DAY SO PLAYERS ARENT CONFUSED ABOUT SERVER STABILITY

In order to set yourself up for success, start with these essential steps:

1. Pick a class
2. Assign weapon stats and blood stats
3. Summon a familiar and always have one active so it levels up

The rest of this guide will show you how to do these steps and more!

Maybe this table below can be combined with your "Getting Started" section

TASK	COMMAND
<p>Enables your class spell to be used via the "shift" key. Early on, this will just be the default dash (Shadow Veil) which can be used in addition to any upgraded veil you acquire later</p> <p>For example, you can have Veil of Bones on spacebar + Shadow Veil on shift = 2 total dashes</p>	.shift
<p>Enables familiar emotes so that you can enable/disable your familiar by using the "wave" emote</p>	.fam e
<p>Enables the auto-stash feature so that when you're in base, you can hit "sort" twice in your inventory and it will automatically deposit your whole inventory into your storage units that have at least one copy of them in it</p> <p>For example, if any of your chests have at least 1 Stone in it, pressing "sort" twice will deposit all of the Stone in your inventory into that chest</p>	.l ss
<p>Enables the ability to right click on any crafting option and automatically grab the necessary crafting material from your storage units directly into your inventory</p>	.l cr

WHAT ARE CLASSES?

You can pick 1 of 6 different classes listed below. Each one has unique buffs and stat synergies which will determine your overall gameplay.

You can't go too wrong with whatever you choose and you can always change your class later, so pick whatever's fun for you!

Disclaimer: Keep in mind that the following are simply basic recommendations for players just starting out and are not representative of the best late game builds.

LIST OF CLASSES

BLOODKNIGHT

A **melee**-focused tank that typically uses **Blood Rage** and **Power Surge**

On-hit effect: Leech, 10% chance to gain Lesser Blood Rage

Recommended Build:

Greatsword, rogue blood, crit-based or attack speed gear

Stat Synergies/Bufs:

[12:38] [SYSTEM] BloodKnight stat synergies[x1.5]: MaxHealth (Weapon), PhysicalLifeLeech (Weapon), PrimaryLifeLeech (Weapon), PhysicalPower (Weapon), DamageReduction (Blood), CCReduction (Blood)

[12:38] [SYSTEM] BloodKnight stat synergies[x1.5]: WeaponCooldownRecoveryRate (Blood), ShieldAbsorb (Blood)

[12:39] [SYSTEM] BloodKnight buffs:
AB_BloodBuff_PrimaryAttackLifeLeech at level 22,
AB_BloodBuff_Brute_PhysLifeLeech at level 44,
AB_BloodBuff_DamageReduction_Creature at level 66,
AB_BloodBuff_Brute_HealReceivedProc at level 88

Recommended Stats:

Weapon: PhysicalPower & PrimaryLifeLeech

Blood: DamageReduction &
WeaponCooldownRecoveryRate

DEMONHUNTER

A **fast** weapon-user excelling in movementspeed, primaryattackspeed, and physical crits.

On-hit effect: **Static**, 10% chance to gain Lesser Storm Shield

Recommended Build:

Any weapon, rogue/warrior/brute blood, crit-based or physicalpower gear

Stat Synergies/Bufs:

[12:40] [SYSTEM] DemonHunter stat synergies[x1.5]: MovementSpeed (Weapon), PrimaryAttackSpeed (Weapon), PhysicalCritChance (Weapon), PhysicalCritDamage (Weapon), PhysicalResistance (Blood), CCReduction (Blood)

[12:40] [SYSTEM] DemonHunter stat synergies[x1.5]: WeaponCooldownRecoveryRate (Blood), MinionDamage (Blood)

[12:41] [SYSTEM] DemonHunter buffs:
AB_BloodBuff_Rogue_SpeedBonus at level 22,
AB_BloodBuff_Rogue_AttackSpeedBonus at level 44,
AB_BloodBuff_Warrior_WeaponCooldown at level 66,
AB_BloodBuff_Brute_NullifyAndEmpower at level 88

Recommended Stats:

Weapon: PrimaryAttackSpeed &
PhysicalCritChance

Blood: DamageReduction &
WeaponCooldownRecoveryRate

VAMPIRELORD

Stat Synergies/Bufs:

A **well-balanced** weapon and spell-user that excels in versatility.

On-hit effect: **Chill**, 10% chance to gain **Frozen Weapon**

Recommended Build:

Anything!

[12:41] [SYSTEM] VampireLord stat synergies[x1.5]: MaxHealth (Weapon), SpellLifeLeech (Weapon), PhysicalPower (Weapon), SpellPower (Weapon), DamageReduction (Blood), SpellResistance (Blood)

[12:41] [SYSTEM] VampireLord stat synergies[x1.5]: UltimateCooldownRecoveryRate (Blood), BloodEfficiency (Blood)

[12:42] [SYSTEM] VampireLord buffs:
AB_BloodBuff_Draculin_SpeedBonus at level 22,
AB_BloodBuff_Draculin_LastStrike at level 44,
AB_BloodBuff_Mutant_AllResistance at level 66,
AB_BloodBuff_Draculin_ImprovedBite at level 88

Recommended Stats:

SHADOWBLADE

A **weapon**-focused class that specializes in offense, but lacks defense.

On-hit effect: **Ignite**, 10% chance to gain **Lesser Power Surge**

Recommended Build:

Pistols, warrior or brute blood, crit-based or physicalpower gear

[12:43] [SYSTEM] ShadowBlade stat synergies[x1.5]: MovementSpeed (Weapon), PrimaryAttackSpeed (Weapon), PhysicalPower (Weapon), PhysicalCritDamage (Weapon), SpellResistance (Blood), CCReduction (Blood)

[12:43] [SYSTEM] ShadowBlade stat synergies[x1.5]: WeaponCooldownRecoveryRate (Blood), ShieldAbsorb (Blood)

[12:44] [SYSTEM] ShadowBlade buffs:
AB_BloodBuff_Creature_SpeedBonus at level 22,
AB_BloodBuff_Brute_GearLevelBonus at level 44,
AB_BloodBuff_Scholar_SpellCooldown at level 66,
AB_BloodBuff_Rogue_CritProcAmplify at level 88

Recommended Stats:

Weapon: PhysicalPower & PrimaryAttackSpeed

Blood: DamageReduction &

WeaponCooldownRecoveryRate

Stat Synergies/Bufs:

[12:44] [SYSTEM] ArcaneSorcerer stat synergies[x1.5]: SpellLifeLeech (Weapon), SpellPower (Weapon), SpellCritChance (Weapon), SpellCritDamage (Weapon), HealingReceived (Blood), SpellCooldownRecoveryRate (Blood)

[12:44] [SYSTEM] ArcaneSorcerer stat synergies[x1.5]: UltimateCooldownRecoveryRate (Blood), ShieldAbsorb (Blood)

[12:45] [SYSTEM] ArcaneSorcerer buffs:
AB_BloodBuff_Scholar_MovementSpeedOnCast at level 22,
AB_BloodBuff_Scholar_SpellCritChanceBonus at level 44,
AB_BloodBuff_Draculin_CCReduction at level 66,
AB_BloodBuff_ResetSpellCooldownOnCast at level 88

Recommended Stats:

Weapon: SpellPower & SpellCritDamage

ARCANESORCERER

A **spell**-slinging mage that typically goes unarmed and uses 4 spells (type ".locksp" to enable)

On-hit effect: **Weaken**, 10% chance to gain **Lesser Phantom Aegis**

Recommended Build:

Unarmed, scholar blood, spell gear

	Blood: SpellCooldownRecoveryRate & UltimateCooldownRecoveryRate
DEATHMAGE A spell -focused summoner that mixes in some weaponry alongside summoning minions <u>On-hit effect:</u> Condemn , 10% chance to gain Undead Guardian Absorb Buff <u>Recommended Build:</u> Slashers or ranged weapons, scholar blood, spell gear	<u>Stat Synergies/Bufs:</u> <div>[12:45] [SYSTEM] DeathMage stat synergies[x1.5]: MaxHealth (Weapon), SpellLifeLeech (Weapon), SpellPower (Weapon), SpellCritDamage (Weapon), PhysicalResistance (Blood), SpellResistance (Blood)</div> <div>[12:45] [SYSTEM] DeathMage stat synergies[x1.5]: SpellCooldownRecoveryRate (Blood), MinionDamage (Blood)</div> <div>[12:46] [SYSTEM] DeathMage buffs: AB_BloodBuff_SpellLifeLeech at level 22, AB_BloodBuff_Warrior_PhysPowerBonus at level 44, AB_BloodBuff_Scholar_SpellPowerBonus at level 66, AB_BloodBuff_Rogue_PhysCritChanceBonus at level 88</div> <u>Recommended Stats:</u> Weapon: SpellPower & SpellLifeLeech Blood: SpellCooldownRecoveryRate & MinionDamage

Stat Caps: 40% Weapon Cooldown / 40% Spell Cooldown / 25% Damage Reduction

Note that blood passive bonuses do not stack with class buffs of the same kind. For example, Rogue Blood's speed bonus will not stack with DemonHunter's class buff at level 22 (which also grants Rogue speed bonus). However, there are 5 class buffs that do stack on top of their corresponding blood type:

1. BrutePhysLifeLeech
2. RogueAttackSpeedBonus
3. BruteNulifyAndEmpower
4. ScholarMovementSpeedOnCast
5. DraculinCCReduction

Although these 5 buffs have a blood type name in their description, none of the blood types give you these 5 passive bonuses normally. These 5 are only obtainable via class buffs.

CLASS COMMANDS

TASK	COMMAND
Lists all class options	.class l
Lists class buffs	.class lb [Class] i.e. ".class lb demonhunter"
Lists class stat synergies (when you pick these stats, you gain 50% extra value!)	.class lst [Class] i.e. ".class lst arcanesorcerer"
Chooses class	.class c [Class] i.e. ".class c deathmage"
Changes class (costs 750 Greater Stygian Shards)	.class change [Class] i.e. ".class change bloodknight"

WHAT IS WEAPON EXPERTISE?

Weapon "expertise" is your weapon type's experience. Each weapon type (i.e. sword, spear, unarmed, etc.) has its own leveling progression. As you gain experience, so does your equipped weapon's type. Weapon expertise will account for the bulk of your overall offensive powers, so you should commit to a certain weapon type early on and continue leveling it up. Note that your weapon expertise only provides you with buffs if you assign stats to that weapon type. These stats will apply upon weapon unequipping and reequipping.

Each weapon type can have 2 stats assigned to it from the list below. Classes with stat synergies gain 50% extra value from chosen synergized stats.

[23:25] [SYSTEM] Available weapon stats (1/2): MaxHealth: 250, MovementSpeed: 0.25, PrimaryAttackSpeed: 0.1, PhysicalLifeLeech: 0.1, SpellLifeLeech: 0.1, PrimaryLifeLeech: 0.15

[23:25] [SYSTEM] Available weapon stats (2/2): PhysicalPower: 20, SpellPower: 10, PhysicalCritChance: 0.1, PhysicalCritDamage: 0.5, SpellCritChance: 0.1, SpellCritDamage: 0.5

WEAPON COMMANDS

TASK	COMMAND
Displays currently equipped weapon type's level and stats assigned to it	.wep get
Enables/disables displaying weapon experience gain Not recommended to enable	.wep log
Lists weapon types/expertise available	.wep l
Applies a chosen stat to a chosen weapon type	.wep cst [Weapon] [Stat] i.e. ".wep cst sword physicalpower"
Resets applied stats to currently equipped weapon type (costs 500 Greater Stygian Shards)	.wep rst

WHAT IS BLOOD LEGACY?

Blood "legacy" is your blood type's experience. Each blood type (i.e. rogue, scholar, brute, etc.) has its own leveling progression. Blood legacy can only gain experience by feeding on enemies (whether you fully feed or abort and execute the feed). Blood legacy can provide significant buffs as well, so you should commit to a certain blood type early on and continue leveling it up. Note that your blood legacy

only provides you with buffs if you assign stats to that blood type. These stats will apply upon reacquiring that blood type.

Each blood type can have 2 stats assigned to it from the list below. Classes with stat synergies gain 50% extra value from chosen synergized stats.

[23:46] [SYSTEM] Available blood stats (1/2): HealingReceived: 0.15, DamageReduction: 0.05, PhysicalResistance: 0.1, SpellResistance: 0.1, ResourceYield: 0.25, CCReduction: 0.2

[23:46] [SYSTEM] Available blood stats (2/2): SpellCooldownRecoveryRate: 0.1, WeaponCooldownRecoveryRate: 0.1, UltimateCooldownRecoveryRate: 0.2, MinionDamage: 0.25, ShieldAbsorb: 0.5, BloodEfficiency: 0.1

BLOOD COMMANDS

TASK	COMMAND
Displays currently equipped blood type's level and stats assigned to it	.bl get
Enables/disables displaying blood experience gain	.bl log
Lists blood types/legacy available	.bl l
Applies a chosen stat to a chosen weapon type	.bl cst [Blood] [Stat] i.e. ".bl cst rogue damagereduction"
Resets applied stats to currently equipped blood type (costs 500 Greater Stygian Shards)	.bl rst

WHAT ARE FAMILIARS?

As you kill enemies, you'll have a 5% chance of "capturing" one as a familiar (1% for V Bloods). These can be summoned for free to help fight alongside you. If your familiar dies, you'll just have to bind it again outside of combat. It is important to have a familiar active so that it gains experience whenever you gain experience.

In the early stages of the game, familiars tend to support the player more so than fulfilling the role of a damage dealer. Ones that have crowd control or summoning abilities can be extremely helpful!

Note that you will have to disable the familiar if you want to use a waypoint or turn into bat form. Enabling ".fam e" and then using the "wave" emote is the quickest way to enable/disable your familiar.

FAMILIAR COMMANDS

TASK	COMMAND
Lists all familiars in your current box	.fam l
Activates selected familiar from the list	.fam b [#] i.e. ".fam b 1"
Unselects currently selected familiar	.fam ub
Displays currently bound familiar's level and stats	.fam gl
Once you acquire more than 10 familiars, they will automatically go into a new box (i.e. "box2"). This command selects a different box so that you can choose a familiar from that newer box.	.fam cb box[#] i.e. ".fam cb box2"

WHAT ARE QUESTS?

All quests require you to slay a certain amount of enemies. Upon completion, daily quests reward the player with experience equivalent to **2%** of their total experience (~1 full level up) and weekly quests reward **12%** (~5-6 full level ups).

All quest completion also rewards players with some resources including Stygian Shards, Crystals, Fish, Coins and more. Completing a daily quest will immediately refresh with another daily quest. There is no limit to how many daily quests you can do in a day.

QUEST COMMANDS

TASK	COMMAND
Enables/disables displaying quest progression	.quest log
Displays daily quest	.quest d
Finds closest weekly quest target or rerolls if none are found	.quest t daily
Displays weekly quest	.quest w
Finds closest weekly quest target or rerolls if none are found	.quest t weekly

LATE GAME STUFF BELOW! No need to worry early on!

WHAT IS PRESTIGE?

When the **level** of your **experience**, **weapon expertise**, **blood legacy**, or **familiar** is **maxed**, you are able to “prestige” which grants you **permanent buffs** and **resets** the level back to **level 0**. Each one of these can prestige up to 10 times.

	PLAYER LEVEL	WEAPON EXPERTISE	BLOOD LEGACY	FAMILIAR LEVEL
Max Level	90	100	100	90
Prestige Modifiers each time you prestige	-5% XP gain for Player Level, +10% XP gain for both Weapon Expertise & Blood Legacy	-10% XP gain for Weapon Expertise, +20% Stat Bonus for Weapon Expertise stats	-10% XP gain for Blood Legacy, +20% Stat Bonus for Blood Legacy stats	All stats except for “MaxHealth” increase by ~7-10%
Commands	.prestige me experience	.prestige me [weapontype] expertise i.e. “.prestige me swordexpertise”	.prestige me [bloodtype]leg acy i.e. “.prestige me scholarlegacy”	.fam pr [stat] i.e. “.fam pr physicalcritch ance”

Player Prestige & Class Spells

When the player prestiges, their level goes from 90 back to 0, but they will keep everything else. In turn, you will receive the following buffs:

[13:40] [SYSTEM] EquipBuff_ShroudOfTheForest at prestige 1,
AB_BloodBuff_Creature_SunResistance at prestige 2,
AB_BloodBuff_Mutant_HealthRegeneration at prestige 3,
AB_BloodBuff_Mutant_ShapeshiftMovementSpeedBurst at prestige 4
[13:40] [SYSTEM] AB_BloodBuff_Mutant_BloodConsumption at
prestige 5, AB_BloodBuff_Worker_IncreaseYield at prestige 6,
AB_BloodBuff_Brute_100 at prestige 7, AB_BloodBuff_Rogue_100 at
prestige 8
[13:40] [SYSTEM] AB_BloodBuff_Warrior_FirstStrike at prestige 9,
AB_BloodBuff_Rogue_TravelCooldown at prestige 10

You will also unlock access to T2 spells at Prestige 1, T3 spells at Prestige 2, and T4 spells at Prestige 3. By default, the T1 VeilOfShadow is unlocked from the start. These are all cool special spells that V Blood bosses use that you can also play with!

These spells are bound to your "shift" key and will replace the VeilOfShadow if you choose a different spell.

You can choose a spell by typing: **".class csp [#]"**

1 = VeilOfShadow	2 = T2 Spell	3 = T3 Spell	4 = T4 Spell
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LIST OF CLASS SPELLS

BLOODKNIGHT

[\[link to all bloodknight spells video\]](#)

[13:43] [SYSTEM] BloodKnight spells:

AB_Vampire_VeilOfShadow_Group,
AB_Vampire_Dracula_EtherialSword_Abilitygroup,
AB_Dracula_SpellStone_BoltSpray_AbilityGroup,
AB_Vampire_Dracula_RingOfBlood_AbilityGroup

DEMONHUNTER

[\[link to all bloodknight spells video\]](#)

[13:45] [SYSTEM] DemonHunter spells:

AB_Vampire_VeilOfShadow_Group,
AB_Militia_BishopOfDunley_HolyBeam_AbilityGroup,
AB_Bandit_FrostArrow_RainOfArrows_Hard_AbilityGroup,
AB_Vampire_Dracula_EtherialSword_Abilitygroup

VAMPIRELORD

[\[link to all bloodknight spells video\]](#)

[13:46] [SYSTEM] VampireLord spells:

AB_Vampire_VeilOfShadow_Group,
AB_BatVampire_BatSwarm_AbilityGroup,
AB_BatVampire_AirDrop_HARD_AbilityGroup,
AB_BatVampire_BatStorm_AbilityGroup

SHADOWBLADE

[\[link to all bloodknight spells video\]](#)

[13:47] [SYSTEM] ShadowBlade spells:

AB_Vampire_VeilOfShadow_Group,
AB_Undead_Infiltrator_ShadowFlurry_AbilityGroup,
AB_Bandit_Deadeye_Chaosbarrage_Hard_Group,
AB_Purifier_ChaosQuake_AbilityGroup

ARCANESORCERER

[\[link to all bloodknight spells video\]](#)

[13:47] [SYSTEM] ArcaneSorcerer spells:

AB_Vampire_VeilOfShadow_Group,
AB_Wendigo_IceBeam_First_AbilityGroup,
AB_ArchMage_FireSpinner_AbilityGroup,
AB_Monster_ElectricField_AbilityGroup

DEATHMAGE

[\[link to all bloodknight spells video\]](#)

[13:48] [SYSTEM] DeathMage spells:

AB_Vampire_VeilOfShadow_Group,
AB_Undead_Leader_ChainHookProjectile_Group,
AB_Undead_Priest_Elite_ProjectileNova_Hard_AbilityGroup,
AB_HighLord_CorpseStorm_AbilityGroup

Familiar Prestige

At level 90, **all** familiars will have 3750 MaxHealth regardless of prestige level. However, all other stats will increase for each prestige. Each time you prestige your familiar, you must chose one of the following 7 stats:

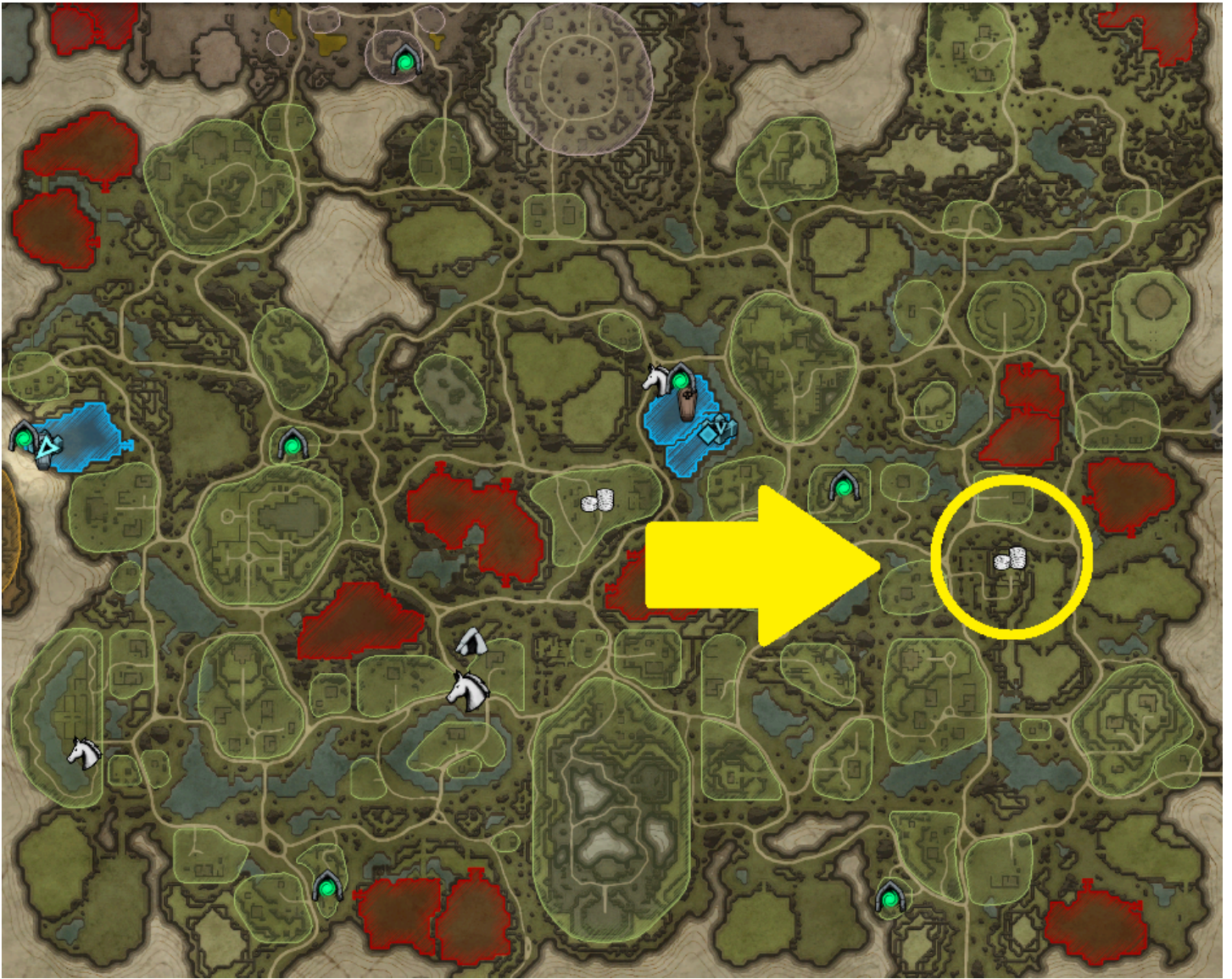
[13:20] [SYSTEM] Available familiar stats (1/2): PhysicalCritChance: 0.2, SpellCritChance: 0.2, HealingReceived: 0.5
[13:20] [SYSTEM] Available familiar stats (2/2): PhysicalResistance: 0.2, SpellResistance: 0.2, CCReduction: 0.5, ShieldAbsorb: 1

Each of these stats can only be chosen **once**. Generally, I would recommend choosing the crit stats first followed by resistances and then the remainder.

When your familiar is at Prestige 7 and has acquired all 7 of these stats, you can continue prestiging it to Prestige 8, 9, and 10 by just typing ".fam pr". You will not add any more stat types, but all of their stats (except for MaxHealth) will continue to increase.

WHAT ARE CUSTOM MERCHANTS?

In Purgatory, we have a custom merchant shop located on the Eastern side of Dunley that sells a variety of incredibly useful items!



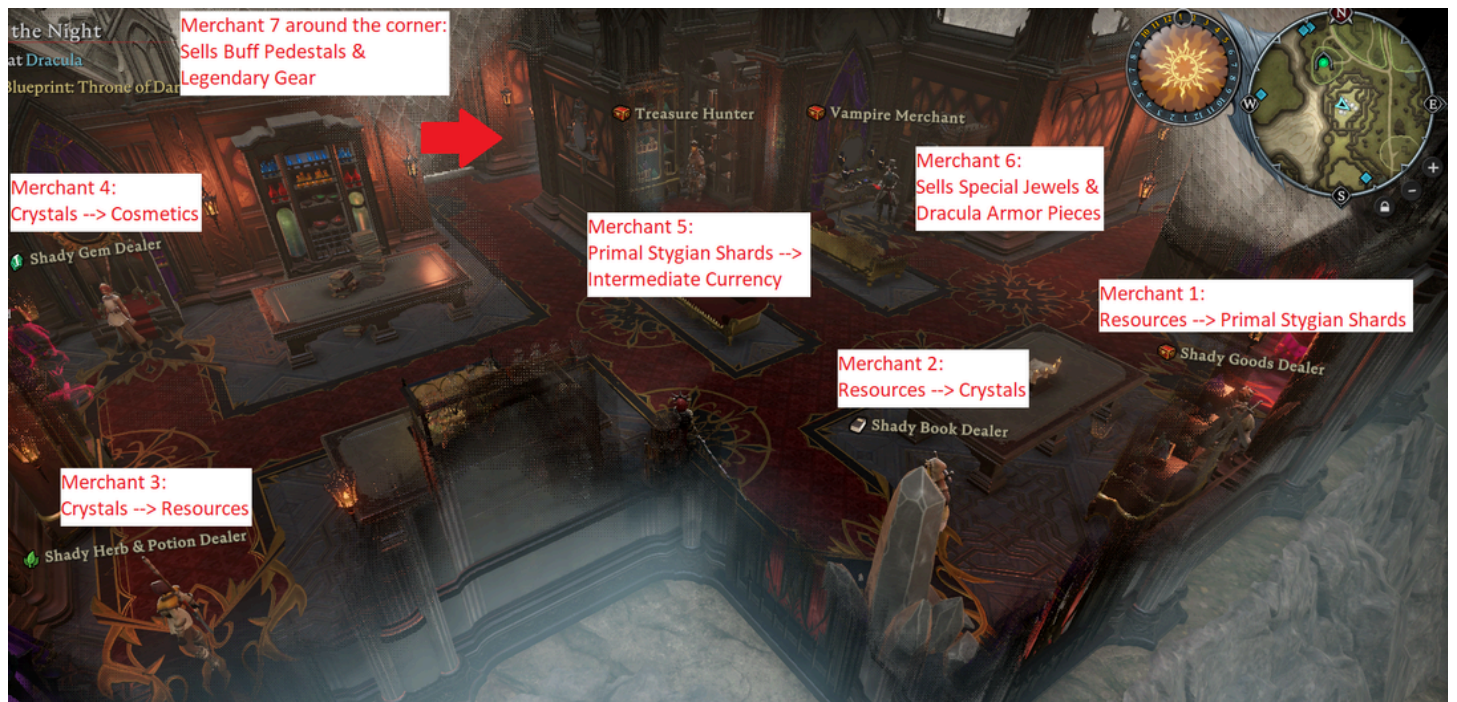
This shop allows for the recycling of excess resources to be converted into two primary types of currency:

Primal Stygian Shards



Crystals





In general, players will visit **Merchant 1** the most in order to acquire Primal Stygian Shards. These can be exchanged via **Merchant 5** in order to buy items from **Merchants 6 & 7**. All of these merchants refresh every 4 hours after the daily reset time (6 PM EST).

Merchant 6 sells special T4 jewels that come with **all** the possible stats.

One such jewel looks like this:

Yearning Eye

Jewel Tier 4



Spell Modifications



Shadowbolt

- ◇ Hitting a target affected by **Leech** heals self for **2.5%** of your maximum health.
- ◇ Increases projectile range and speed by **12%**.
- ◇ Reduces cooldown by **9%**.
- ◇ Inflicts **Vampiric Curse** dealing **170%** damage and leeching **25%** health after **3s** but reduces damage done by the initial impact by **140%**.
- ◇ Explodes on hit dealing **15%** damage and inflicting **Leech** on nearby enemies.
- ◇ Hitting a target affected by **Leech** deals **46%** bonus damage.
- ◇ Hitting a target affected by **Leech** heals self for **0.8%** of your maximum health.
- ◇ Increases cast rate by **25%**.

Hold **L** to show possible stat rolls.

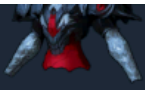
Merchant 6 also sells a unique set of Dracula Gear that gives a little bit of everything:

9

LVL

Dracula's Chestguard

Armour, Blood-Bound



Attributes

+262 Max Health

+4 Physical Power

+4 Spell Power

Set Bonus

Dracula's Battle Regalia (0/4)

Dracula's Chestguard

Dracula's Leggings

Dracula's Gloves

Dracula's Boots

(2) Increase Weapon Cooldown Recovery Rate by 10%.

(3) Increase Spell Cooldown Recovery Rate by 10%.

(4) Increase Life Leech by 5%.

Ancient artifact plate of the rarest and sturdiest metals, forged with the most complex of spells, marking you as a paragon of vampiric society. The sign of an immortal ruler.

Salvageable


Durability 1637/1637

9

LVL

Dracula's Leggings

Armour, Blood-Bound



Attributes

+218 Max Health

+6% Damage Reduction

Set Bonus

Dracula's Battle Regalia (0/4)

Dracula's Chestguard

Dracula's Leggings

Dracula's Gloves

Dracula's Boots

(2) Increase Weapon Cooldown Recovery Rate by 10%.

(3) Increase Spell Cooldown Recovery Rate by 10%.

(4) Increase Life Leech by 5%.

Ancient artifact plate of the rarest and sturdiest metals, forged with the most complex of spells, marking you as a paragon of vampiric society. The sign of an immortal ruler.

Salvageable


Durability 1637/1637

9

LVL

Dracula's Boots

Armour, Blood-Bound



Attributes

+188 Max Health

+5% Movement Speed

Set Bonus

Dracula's Battle Regalia (0/4)

Dracula's Chestguard

Dracula's Leggings

Dracula's Gloves

Dracula's Boots

(2) Increase Weapon Cooldown Recovery Rate by 10%.

(3) Increase Spell Cooldown Recovery Rate by 10%.

(4) Increase Life Leech by 5%.

Ancient artifact plate of the rarest and sturdiest metals, forged with the most complex of spells, marking you as a paragon of vampiric society. The sign of an immortal ruler.

Salvageable


Durability 1637/1637

9

LVL

Dracula's Gloves

Armour, Blood-Bound



Attributes

+144 Max Health

+10% Weapon Attack Speed

Set Bonus

Dracula's Battle Regalia (0/4)

Dracula's Chestguard

Dracula's Leggings

Dracula's Gloves

Dracula's Boots

(2) Increase Weapon Cooldown Recovery Rate by 10%.

(3) Increase Spell Cooldown Recovery Rate by 10%.

(4) Increase Life Leech by 5%.

Ancient artifact plate of the rarest and sturdiest metals, forged with the most complex of spells, marking you as a paragon of vampiric society. The sign of an immortal ruler.

Salvageable

Durability 1637/1637

Merchant 7 sells every legendary weapon (shattered) & pre-1.0 Soul Shard buff pedestals (not to be confused with the Soul Shard Amulets). These buff pedestals


cost an equivalent of 7500 Primal Stygian Shards each. They need to be placed in your castle and interacted with to obtain a temporary 2-hour buff (these need to be reapplied upon death).

	Soul Shard of the Behemoth	3	3 
	Soul Shard of the Monster	3	3 
	Soul Shard of Solarus	3	3 
	Soul Shard of the Winged Horror	3	3 



Soul Shard of Solarus


Buff



Increases sun resistance by 50, primary melee attack speed by 5% and physical power by 10.

Soul Shard of the Monster


Buff



Increases sun resistance by 50, primary melee attack speed by 5% and physical power by 10.

Soul Shard of the Behemoth

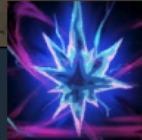
Buff



Increases garlic and holy resistance by 50, movement speed by 5% and grants 20% increased resource yield.

Soul Shard of the Winged Horror

Buff



Increases silver and fire resistance by 50, spell power by 10 and spell critical strike rate by 5%.