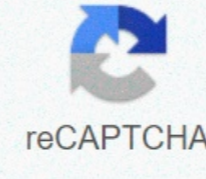




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Witchery mod vampire or werewolf

Hi, I am currently playing on a server on which there are hostilities between werewolf and vampire players. I'm not really at that point of making myself a werewolf, so I'd like a full list of things that can kill vampires, just like protective measures. I know about fire, sunlight and garlic, but is there anything else I can use? I've heard something about a drink, but other than that, no idea. Wow. A little OP, but the sunlight damage is well fire-based. So without that feature it would still be the OP. Do not forget that if a Vampire player sleeps, attacking them with a stake will immediately kill them. This post is a bit old but here are some extra ways to weaken/kill a vampire! - If you're brewing with Witchery, a Demons-bane splash/gas potion will do a lot of damage to vampires, and if you have enough, it could kill them. But demons-bane potion does small amounts of damage to anything that is not a demon! (a human/werewolf) -Another Witchery brew is the Weakening Vampires drink, which will drain all the blood of a vampire and give them weakness IV and slowness II. The weakness is similar when a vampire walks in the sunlight, they won't be able to hurt anything, making them an easy target for a demons-bane gas potion! -If you create a sunlight collector, surround it with daylight sensors, and put a quartz sphere in the sunlight collector, you can make solar grenades! These are very deadly to vampires, as they come blind, hurt, and set the vampire on fire! Con to these is that it takes about half of an in-game day to create a solar grenade! you can absolutely mass produce them, however, if you make a load of sunlight collectors and quartz spheres, (these also stick to devices if you can aim them right!) Also!! vanilla/witchery way of fire resistance does not work on Vampires, and will not remove their immortality. it's just other modded ways to cheat witchery/vanilla way of fire resistance that will overwrite its immortality. and if the server you are on is public, what is the name of it? I have been desperately trying to find a witchery/modded server! Last edited: October 20, 2016 Reactions: Zandorum A werewolf, also known as a lycanthrope, is a mythological or folkloric human with the ability to shapeshift to a wolf or a therianthropic hybrid wolf-like creature, either intentionally or after being placed under a curse or suffering (from a piece or scratch from another werewolf). A coven of witches can perform the Curse of the Wolf to inflict lycantropy on a player or villager, alternatively if a converted werewolf who has been granted the opportunity to spread the curse, enough damages (but not kill) a victim, the curse can spread to them. It has been reported that appeals to the deity associated with this curse, can be answered with a way to obtain Curse. Players with lycantrophyThe curse can be developed through many many As a werewolf develops in power, but for starters, every night of a full moon, the player will be powerfully transformed into a full wolf shape. When the day comes around they will return to their human form. The following changes will occur when converted into a wolf:Wolf FormShrunk to under a block in height (can go under a 1 block high hatch)WolfCannot model wear armorMuch Faster movement speedHeadlights Better jump (and leap)increased step height (no need to jump to ascend 1 block)Night visionImmunity to poison and diseaseTougher (natural armor)Resistant to physical and magical damageWeak to silver attacks (take double damage and werewolf resistance negated)Wolf curse can be very problematic for players , unless they learn to master it. Mastering the wolf requires the construction of a Wolf Altar and communicating with the deity responsible for the curse. Once a Wolf Altar has been made and placed, using it will result in a task being determined, completion of which will result in the player's werewolf abilities improved. This can continue until all abilities are acquired. Each level provides a new ability, and increases the basic statistics of existing abilities, such as attack injuries, moving speed, damage resistance, jump and leap, etc. LevelWerewolf abilities 1Player turns into Wolf Form at night by a full moon, and returns to human form at other times 2Player can wear a Moon Charm to prevent forced transformation, and use it to force conversion after asking will. Dead sheep in Wolf or Wolfman Form can result in Raw Lambchops being dropped. 3Wolf Form gets the ability to instantly dig soil and sand (and sometimes find bones) 4Kills from Wolf or Wolfman form will now be eaten, replenishing hunger loss 5Player can now additionally transform into Wolfman Form using a Moon Charm (while stealth) 6Hitting while competing in Wolf of Wolfman form will now cause further damage (crit from the air more so) 7Wolfman Form gains the ability to sneak use (shift right click) while looking straight up to the yla and stun In nearby creatures 8Wolf Form gains the ability to sneak use (shift right click) while looking straight up to howl to summon temporary wolf allies 9Wolfman Form gains the ability to rend armor 10Ka almost fatal damage while in Wolfman or Wolf Forms can now spread the curse to players or villagers. This can be disabled for player transfer to player by setting the configuration option: B:AllowPlayerToPlayerWolfInfection=false. Wolfman FormWolfman modelCannot wear armorWill release kept objectsSlightly Faster speed of movementMuch higher jumps (and leaps)increased step height (no need to jump to ascend 1 block)Night visionImmunity to poison and diseaseMuch tougher (natural armor)Significant increasesSigne health boostresistant to physical and magical damageWeak to silver attacks (take double injury and werewolf resistance is negated)Removing the curse of Vampirism is an ailment that is acquired after a body has had demon stained blood transfused into it. Burned by sunlight, stigmatized by mortals, and thirsting for blood, most vampires go to extreme lengths to hide their grainor whole presence from the world. Others revel in their infamy. Contrary to many popular beliefs, the only way to kill a vampire is by fire, either by burning them or by exposing them to sunlight (which immediately burns them). Other than this, there are very few known ways to slay a vampire although attacks from other vampires, werewolves and other very powerful creatures, seem to be some of them. Vampires have an aversion to garlic, a common defense against vampires is to create garlands of garlic bulbs and hang them around them home. Vampires shy away from garlic, and can't touch the wreaths. Dying in SunVampires will die almost immediately in the sun. After level 5, blood can be used to compensate this a little. Vampire players must respect this! If out in the open at night, take a watch! A vampire player must be aware of their respawn point , respawning in the sun will have quite negative consequences! After respawning the immediate death will be disabled just long enough to find protection, the player will be on fire however, so speed is important. There is a configuration setting that prevents the objects from a dead vampire player from despawning for an extended period, partly to compensate for the difficulty of recovering them during the day. By default these objects will have a 12 minute despawn protection (up from standard 5 minutes). Once he becomes a vampire, a player will acquire the following abilities:Immunity to Poison and DiseasesSense Blood (look at a victim will show how much blood they have available)Drink Blood (an active ability to the left of hotbar- pressure 1 to cycle to it and hotly available post 1, or use the mouse wheel)Blood Pool (filled by drinking, used on activated abilities). Increased attack damageImmunity to most of forms of death except by fireinstant death from sunlightHunger regen from Blood Pool (if hunger bar ever empties and there is no blood to fill it, vampire will get massive weakness and slowness debuffs)Eating normal food immediately causes hungerFire resistance does not workDeath protection poppets do not workVampiric poppets do not workA vampire player raises in level their abilities increase , each level increases the amount of blood they can store in their blood pool and the amount of damage they can do:level Max BloodAbilities1 750Drink Blood - Causes no harm if over 50% blood and target sleepSense Blood - Look at a creature will tell you how much blood it has left2 1000Transfix - Target can't move if not hit, drink blood to the 50% mark while awake not costs blood to activate Night Vision- - the Transfix power switches night vision3 1250Knockback - normal attacks have knockback effect4 1500Speed - Short duration speed / jump buff, can be applied several times at higher levels for doubling the buff (max 5 applications at level 10 for insane speed). Costs blood for each activation.5 1750Resist Sun - Sunlight burns off blood at a slower rate, resulting in some tolerance to sunlight, at level 10 with full blood this can allow about 100 seconds in the sun. When in the sun weakness debuffs will apply.6 2000Smash Stone - Hit rock while sneaking breaks it immediately if not hold a rock breaking tool. Causes a large amount of exhaustion.7 2250Batswarm Form – Turns into a swarm of bats and fly around, costing blood to activate and draining blood while active. Massive damage debuff when active and blood drinking speed massively reduced.8 2500Mesmerize - Transfix ability will now cause villagers and guards village to follow the player.9 3250Create vampires - Players can now turn villagers and other players into vampires using a Glass binges to collect their own demon tainted blood.10 3500Bloodpower - Child vampires can now donate their blood to a Blood crucible when returning from a night feeding, when drunk a player can consume this blood with an ingredient to get 5 charges of one of the following powers:“ Ring storm (make it rain, and therefore hide the sun during the day)” Teleport (if not near the bed will teleport to the bed, if close bed will teleport to the nearest village)” Bats (call a swarm of bats , which will fly against and attack what the player is looking at)Zombie Respect - Zombies will no longer attackUse activated vampire powersVampire powers appear to the left of the hot bar, using the mouse wheel you are able to select them as you would any hot bar object. Pressing the 1 key will cycle between the hot bar 1 item and the various unlocked vampire powers. Vampire powers (other than Drink) consume Blood, blood bar appears either on the left or right of the screen and is red when filled. When completely gray you have no blood left and you will not be able to use activated powers and hunger will not get replenished. Once all the hunger bars are gone the player will get significant debuffs on moving speed, damage and digging speed. Drinking bloodWhen looking at a creature with blood the amount of blood they have will appear under the cross wing in the middle of the screen. Remember that going below 50% will always hurt the victim, even if sleeping or transfixed (causing them to wake up and call the guards). Right-click when the drink power is selected will try to drink from the creature the player is watching, generally keeps right click is necessary to bite. Vampires can go vegetarian by drinking only from animals, although this always will Hurt them and the player will not be able to fill his blood bar all the way. Becoming a vampire Vampire can become a vampire in one of two ways, the first, and easiest, is for a level 9 vampire player to drain them of blood, then give them a glass binge containing their blood, which the player must drink. The other more complex way is described in the book Observations of an Immortal, and requires reading of that book, the creation of a ritual and ultimately a demonic pact. Vampires with lycantropyAn not common, it is possible for a vampire to become a lycanotpe. Such a creature gets most of the forces of both species, but cannot use vampire powers when it is in wolf or wolfman form. Also feeding on creatures like a wolf, will not recover hunger, drinking blood remains the only way. The player also becomes weak to silver, and can be killed by silver in addition to fire, sunlight, etc.. Finally, the maximum blood such a character can store reduced by about a third. Server owners and modpack creators can prevent vampire / werewolf hybrids created by setting the config option: B:AllowVampireWerewolfHybrids=falseCreate too low a reputation in a village and be a vampire, can result in village invites services Vampire Hunters.Curing vampirismLike any cure, a high level witch can perform a Rite of Curse on the player, even if they have to stand in the circle for it to work. Other than this, only the source of the affliction may be able to cure it. Mod InteractionsNimmerOrb of Sacrifice from Blood Magic, will drain a vampire player's Blood pool instead of taking their lives. Fire protection magic from other mods, can result in immunity to fire at the expense of being vulnerable to all other forms of damage (sunlight always kills immediately), directly!).

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