

Progression-Critical VBloods					
Act	"Max" Gear Level	Level	Name	Important Unlocks	Notes
Act 1	23 (27) -> 27	20	Keely the Frost Archer	Tannery, Leather, Traveller's Wrap	Leathers can (rarely) be found in chests, drops, or bought from merchants, so Keely is not 100% mandatory
	27 -> 32 (35)	~20*	Any 3	Research Desk	Any 3 VBloods will unlock this following the questline. This guide assumes you're doing them in order from lowest level to highest so this will typically be Alpha and two Level 20's
	32 (35) -> 35	27	Grayson the Armourer	Whetstones	Whetstones can be acquired as drops, so Grayson is not 100% mandatory
	35 -> 41	27	Goreswine the Ravager	Gravedigger Ring	Tier 1 Ring unlock, necessary for the Tier 1.5 upgraded rings (Dawnrunner, Spellweaver, Warlock, Duskwatcher)
	41 -> 44 (47)	30 / 35	Clive the Firestarter / Kodia the Ferocious Bear	Explosives / Bear Form	One or the other required in order to access the Bandit Stronghold by destroying the gate. Gear Level doesn't change.
Act 2	44 (47) -> 47	37	Quincey The Bandit King	Iron Ingot, Smithy, Tailoring Bench	Unlocks All of the Tier 2 starter gear (Iron weapons, Hollowfang Battlegear)
	47	40	Beatrice The Tailor	Loom, Cotton Yarn, Hunter's Cloak	Cotton Yarn can (rarely) be found in chests, drops, or bought from merchants, so Beatrice is not 100% mandatory until later for higher loom recipes.
	47	44	Vincent the Frostbringer	Reinforced Plank, Prisons	Reinforced Plank can (rarely) be found in chests, drops, or bought from merchants, so Vincent is not 100% mandatory
	47	44	Tristan The Vampire Hunter	Greater Blood Essence	GBE can be acquired from Unsullied Hearts in the Blood Press, but being able to convert Blood Essence to Greater is very nice. Not technically necessary, but very helpful.
	47 -> 50	47	Leandra The Shadow Priestess	Scourgestone, Pendant, Artisan Table	Enables Scourgestone Pendants
	50 -> 53 (61)	47	Maja the Dark Savant	Study	Unlocks Merciless Iron weapons (immediately), Upgraded Scourgestone Pendants, and Upgraded Hollowfang sets (with additional resources)
	53 (61) -> 56 (61)	50	Grethel the Glassblower	Glass	Glass can be acquired as drops, so Grethel is not 100% mandatory.
	56 (61) -> 61	53	Frostmaw The Mountain terror	Thick Leather	Thick Leather can (rarely) be found in chests, drops, or bought from merchants, so Frostmaw is not 100% mandatory
	61	57	Jade the Vampire Hunter	Advanced Blood Press, Primal Blood Essence	PBE is not necessary until much later, but the only way to acquire it requires the advanced blood press and recipe.
	61 -> 61 (63)	58	Octavian the Militia Captain	Ancestral Forge	Enables Blue Ancestral weapons at gear level 20, but costs Radium Alloy
Act 3	61 (63) -> 63	60	Ziva the Engineer	Radium Alloy, Fabricator	Radium Alloy can be found in chests, but the fabricator is mandatory later for Power Cores, so Ziva is not mandatory until later for higher fabricator recipes.
	63	60	Dominia the Blade Dancer	Advanced Grinder	Technically, Spectral Dust can be acquired as a rare drop, but the quantities needed heavily favor getting Advanced Grinders to be able to make your own.
	63*	61	Angram the Purifier	Dawnthorn set	Act 3 breaks the pattern of getting set and upgraded set in the same act. Instead, this set upgrades twice in Act 4.
	63 -> 63 (67)	63	Ungora the Spider Queen	Silk	Silk might be acquirable via drop or bought from merchants, but definitely not easily acquired.
	63 (67) -> 67	63	Ben the Old Wanderer	Pristine Leather, Shroud of the Forest	Pristine Leather can (rarely) be found in chests, drops, or bought from merchants, so Ben is not 100% mandatory. But his cloak is near-mandatory for navigating the cursed forest.
	67	63	Foulrot the Soutlaker	Spectral Dust	Technically, Spectral Dust can be acquired as a rare drop, but the quantities needed heavily favor getting the grinder recipe to be able to make your own.
	67 -> 70	65	Cyril the Cursed Smith	Advanced Furnace, Darksilver, Anvil	Enables Darksilver weapons, and upgrading Blue ancestral weapons to 23
Act 4	70 -> 74	70	Baron du Bouchon the Sommelier	Blood Merlot Amulet	Enables Blood Merlot Amulet
	74	74	Henry Blackbrow the Doctor	Athenaeum	Enables Upgraded Blood Merlot Amulets, Sanguine Weapons, and Upgraded Dawnthorn armor Sets, but all require additional resources
	74 -> 78	74	Maika the Curse Weaver	Advanced Loom, Ghost Yarn	Enables Upgraded Dawnthorn armor sets
	78 -> 81	77	Azariel the Sunbringer	Gold Ingot	Enables Sanguine Weapons, and upgrading Blue ancestral weapons to 26
	81 -> 84	77	Voltalia the Power Master	Power Core	Enables Upgraded Blood Merlot Amulets
Endgame (Act 4)	84 -> 88	83	Lord Styx the Night Champion	Onyx Tear	Enables Epic/Legendary Shattered Weapons, and Access to Dracula's Castle
	88	83	Gorecrusher the Behemoth	Bat Leather (and Bag)	Required for Dracula's upgraded armor sets
	88	83	General Valencia the Depraved	Shadow Weave	Required for Dracula's upgraded armor sets
	88 -> 88*	86	Solarus the Immaculate	Dracula Boots Recipes	The first Dracula Set piece will not increase gear level (because you lose the gear level from set Bonus)
	88 -> 89	86	Talzur the Winged Horror	Dracula Boots Recipes	The first Dracula Set piece will not increase gear level (because you lose the gear level from set Bonus)
	89 -> 90	88	Adam the Firstborn	Dracula Boots Recipes	The first Dracula Set piece will not increase gear level (because you lose the gear level from set Bonus)
90 -> 91	90	Dracula the Immortal King	Dracula Boots Recipes	The first Dracula Set piece will not increase gear level (because you lose the gear level from set Bonus)	