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# DARK BELCERATH WHITEPAPER

DRAFT FOR PUBLIC – VERSION 0.3

# Dark Belcerath — Whitepaper 0→MVP

**Draft for Public EN – Version 0.3**

**Status of this document**
This whitepaper is a working draft for the 0→MVP phase of Dark Belcerath. Both the product and the document will evolve. Names, mechanisms and implementation details may change as the project matures.

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# 0. Legal disclaimer & scope

This document describes the **concept, high-level architecture and initial roadmap** of Dark Belcerath and its ecosystem during the 0→MVP phase.

It is **not**:

- Financial, legal, tax or investment advice.
- A guarantee of results, yields or performance.
- An offer or solicitation to sell tokens, securities or financial products.

Key points:

- Any future token (for example, a potential **SHADOW** token) is mentioned only as a **conceptual piece** of the long-term design. Neither the token nor its exact mechanics are defined, launched or offered here.
- All economic models, fees, rewards, prices and supply distributions described in this draft are **illustrative and subject to change** after audits, legal review, market conditions and community feedback.
- Nothing in this document overrides the laws or regulations of any jurisdiction. Each reader is responsible for understanding and complying with their local rules before interacting with the project.

# Sensitive content & responsibility (18+)

Dark Belcerath is an age-restricted (18+) universe that may include sensitive themes: erotic material, horror/graphic themes, taboo or stigmatised topics, private creator communities, controversial art, and other experiences where users prefer controlled access and reduced exposure. Access to gated areas will require that the user:

- Is of legal age according to their jurisdiction.
- Understands the nature of the content they are accessing.
- Uses their wallet and devices in a secure and responsible way.

The team will take reasonable steps to protect users' privacy, but **no system is infallible**. Dark Belcerath cannot be liable for:

- Compromised devices, browsers or wallets.
- Screenshots, recordings or leaks made by third parties.
- Misuse of content or tools by the users themselves.

Whenever possible we will use **clear language instead of legal jargon**, and we will signal risks explicitly in the sections where they matter most (for example, privacy, on-chain actions, experimental mechanics).

# 0.5 One-page overview

**What is Dark Belcerath?**

Dark Belcerath is a privacy-oriented web3 access layer wrapped in a dark narrative universe. You don't "log in" with an email. Your wallet is your identity, and NFTs act as keys to gated worlds.

**Why it matters (in one sentence)**

The modern web profiles you by default; Dark Belcerath reduces exposure by gating access through verifiable ownership and privacy-minded UX — while building a lore-driven universe "under the Veil".

**Core idea (three bullets)**

- Access is gated by NFTs (keys). No account required.
- Content is served in a minimal-identity flow (wallet → verification → access).
- Lore + community mechanics (Clans, Ranks, ShadowPoints) turn access into a living world.

**How it works (simple flow)**

Connect wallet → Verify on-chain ownership (Access Key / Shadowmorph) → Receive access (temporary key delivery; minimal metadata) → Load content (IPFS / decentralised storage where applicable) → Earn progression signals (ShadowPoints / Ranks through holding, building, and participation).

**What ships in 0→MVP**

- Landing + Waitlist + early cohorts
- NFT-based access (the key) and hardened gating rules
- First "Inner Veil" experiences (gated pages / content)
- Clan system + ShadowPoints (reputation, not a token)
- Ranks progression (Duskborn → Veilbound → Shadowforged → Sovereign Veil)
- Initial lore release and world structure
- First technical architecture (browser-like shell direction + key delivery approach)

**What this is NOT (important clarity)**

- Not a promise of absolute anonymity.
- Not a "token-first" project: SHADOW (token) is future-only and not part of the MVP.
- Not a substitute for basic security hygiene (compromised devices still compromise privacy).

**Entry point**

If you hold the key, you can enter. If you build, you climb faster.
Welcome under the Veil.

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# 1. Executive summary

## 1.1 Double Narrative

Dark Belcerath is a **two-layer project**:

1. **A narrative / transmedia universe**
   A world of shifting shadows, enigmatic cities and eerie landscapes under a reddish sky, inhabited by creatures that move through a distorted layer of reality known as **the Veil**.
2. **A privacy-oriented web3 browser & gating layer**
   A "browser of the Veil" that lets you access experiences and content using your **wallet and NFTs as keys**, while reducing the amount of data that is tracked, stored or linked to your everyday identity.

The aim is to merge:

- **Lore, storytelling and art** (stories, short novels, manga / Nyxarium, bestiaries, concept art).
- **Infra & tooling** (waitlist, gating system, private browser layer, data-minimal identity through clans and ranks).

All of this is designed from day one with a **0→MVP roadmap** in mind: start small, functional and safe, and expand over time.

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## 1.2 Core idea in one line

Dark Belcerath is a lore-driven, age-restricted (18+) universe built around a privacy-first Veil Web, where your wallet and NFTs become your gateway instead of your exhaust of data.

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## 1.3 Why now?

The project responds to three converging trends:

1. Sensitive and stigmatized content includes many categories: adult/erotic work, fetish/kink communities, private creator circles, horror/graphic themes, taboo or stigmatized topics, controversial art, and more. These communities often operate on mainstream platforms, but creators and consumers are still exposed to:
   - Platform bans and arbitrary moderation.
   - Doxxing, leaks and revenge-porn.
   - Stigma around their interests and identities.
2. **A web that profiles you by default**
   The mainstream web is designed to **collect and correlate data**:
   - Multiple accounts, logins and cookies spread across hundreds of sites.
   - Cross-device tracking and advertising IDs.

    - Third-party scripts that record behaviour far beyond what is necessary.
3. **Web3 / crypto as both a tool and a risk**
   Web3 brings wallets, NFTs and tokens, but:
    - Most dApps leak a lot of metadata (IPs, browser fingerprints, connection patterns).
    - There is little UX focused specifically on privacy for sensitive use-cases.
    - Many experiments think of privacy only at the wallet level, not at the **experience layer**.

Dark Belcerath appears in this intersection: a project that **embraces the darkness of its fiction**, but wants your **real-world footprint to be as small as possible**.

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## 1.4 What Dark Belcerath proposes

At 0→MVP, Dark Belcerath proposes to:

- Build the **first layer of the Veil Web**: a set of web experiences that recognise your wallet and NFTs, but do **not** centralise unnecessary personal data.
- Create a **system** based in:
    - **Access via NFT** and **Shadow Points** as the main primitives.
- Release **foundational lore & art** that define:
    - The Shadowmorphs, their nature, their element, their veil grade and their darkness level
    - The clans, ranks, determination, commitment, and the concept of time within the Veil.
- Provide a **browser-like shell** ("Dark Belcerath Browser") that:
    - Acts as a **client of the Veil Web**.
    - Shapes how experiences are framed, navigated and gated.
    - Puts **privacy by design** at the level of UX, not just cryptography.

Long-term, the project opens the door to:

- More complex narratives and campaigns.
- Collaborations with other creators and devs inside the Veil Web.
- A potential ecosystem of tools, labs and hubs that share **design, security and lore standards**.

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## 1.5 What this whitepaper covers

In its 0→MVP scope, this whitepaper:

- Presents the problem space (privacy, sensitive content, data-exhaust, web3 risks).
- Defines the **core vision and objectives** of Dark Belcerath.
- Introduces the concept of the **Veil Web** and the **Dark Belcerath Browser**.
- Explains the **waitlist, access keys and gating logic** at a high level.

- Outlines the **Shadow Points, clans and ranks** system.
- Describes the **initial economic model** (supply of access NFTs, treasury, fees and future SHADOW token placeholder).
- Clarifies the **0→MVP roadmap** and the pieces that are intentionally **out of scope** for this first phase.

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# 1.6 How it feels to use Dark Belcerath (User journeys)

**Journey A — The Explorer (Duskborn)**

You discover Dark Belcerath through the public landing and connect your wallet.
You don't create an account, you don't hand over personal data — you simply prove you hold the key.
A door opens: an entry page under the Veil, where content feels curated, hidden, and intentional.
You begin to understand that access is not "a link", but a living world with rules.

**Journey B — The Collector / Clan Builder (Veilbound)**

You hold your Shadowmorph and keep your ecosystem stable.
Over time, your Clan's reputation grows (ShadowPoints), not because you "bought more", but because you persisted.
You start recruiting: friends, builders, creators — each adds weight to the Clan.
Your rank unlocks deeper areas, better tools, and higher-trust access routes inside the Veil.

**Journey C — The Creator / Operator (Shadowforged)**

You don't just enter — you build.
You deploy a gated page, experience, marketplace, or micro-game for verified holders.
You learn the Forge rules: secure access patterns, key delivery, and content distribution.
Your work earns DevBonus and strengthens your Clan's standing.
Inside Dark Belcerath, building is identity — and identity is earned, not declared.

**At the top (Sovereign Veil)**

Some Clans reach high-trust status through sustained contribution and long-term presence.
They help shape rules, standards, and future governance — not through hype, but through proof of value.

# 2. The problem

## 2.1 The visible problem

Creators and consumers of sensitive content live with a constant tension:

- They want to **explore, express and monetise**.
- They fear **exposure, stigma and platform bans**.

Today, a typical user journey might include:

- Multiple accounts on subscription platforms, fan sites and social networks.
- Payment trails linked to their real-world identity (cards, bank accounts).
- Screenshots and copies circulating in private groups and public channels.
- Platforms that can change their Terms of Service overnight.

Even when web3 is involved (for example, buying a fetish NFT or joining a DAO), the experience often looks like this:

- Connecting the same wallet to dozens of dApps with different levels of security.
- Leaving IP and device traces on every site.
- Linking on-chain activity to off-chain accounts through careless UX.

The result: **increased surface for doxxing, leaks and correlation**, especially in niches where people are more vulnerable.

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## 2.2 The less visible problem

Beyond individual risk, there is a **structural** problem:

- The web is built on business models that assume your data is a resource to be **harvested and monetised**.
- Even projects that do not actively exploit your data may rely on infra and services that do.

This creates:

- **Data gravity**: once a platform accumulates enough user data, it becomes harder to leave it without losing history, curation and access.
- **Behavioural inertia**: people accept invasive UX because "every site is like that".
- **Lack of space for experiments** that prioritise privacy over optimisation and tracking.

In the sensitive / stigmatized spectrum (including adult/erotic work and fetish/kink communities) this is amplified by:

- Social stigma and legal grey zones, depending on jurisdiction.
- Misuse of data by abusers, stalkers or bad actors.
- A market flooded with low-quality products that promise anonymity but do little to actually protect it.

Dark Belcerath doesn't pretend to "fix the web", but it does aim to **carve out a Veil**: a subset of experiences that **play by different rules**, where:

- Minimal data is collected.

- Identity is **abstracted** through clans and ranks rather than traditional profiles.
- Lore and design are aligned with this philosophy from the start.

**The Builder Incentive Gap**

Web3 experiences are fragmented across chains, communities, and platforms. Builders often face high upfront costs, uncertain distribution, and weak long-term incentives—especially for niche, privacy-first, or experimental experiences. Dark Belcerath addresses this by combining a gated discovery layer (the Veil Web) with a contribution-driven incentive system (DevBonus), enabling builders to compete, earn recognition, and sustain development over time.

Beyond privacy and safety, there is a builder incentive gap: there are few environments where developers can ship meaningful experiences under strong privacy constraints and be rewarded transparently for long-term impact. Hackathons create spikes, but not sustained ecosystems. Dark Belcerath aims to turn building into a persistent game: creators compete, collaborate, and earn reputation through measurable impact inside the Veil-Web.

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# 3. Vision & objectives

## 3.1 General vision

Dark Belcerath is designed from day one as a **double-layer project**:

1. **Literary / transmedia layer**
   - A coherent universe of shadows, cities and strange territories under a reddish sky.
   - Stories, short novels, manga (Nyxarium), bestiaries and art that **expand the mythology of the Veil**.
   - Characters and creatures tied to **nature** and **emotional / existential states**.
2. **Technological / infra layer**
   - A browser-like shell and a set of web experiences that form the **Veil Web**.
   - A **gating & identity system** based on NFTs, Shadow Points and clans.
   - Privacy-oriented UX patterns meant for creators and consumers of sensitive content. But not only for them; in the veil, games, chambers of knowledge, and everything else that the imagination allows can be created.

The long-term vision is to have a world where:

- You can **investigate, create and consume** in the shadows of Dark Belcerath **without leaving a permanent, easily traceable trail** for each click.

- Your **clan, rank and Veil identity** matter more inside this universe than the name on your ID.
- Lore, mechanics and UX **pull in the same direction**: curiosity, exploration and respect for boundaries.

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## 3.2 Specific objectives 0→MVP

For the 0→MVP phase, Dark Belcerath sets the following concrete objectives:

1. **Launch a functional landing + waitlist**
   - Capture interest in a **clean, privacy-respecting way** (no third-party marketing trackers).
   - Segment early supporters according to their interests (reader, collector, dev, creator) without over-collecting data.
2. **Define and test the first gating layer**
   - Use **NFT keys** as the main primitive for access.
   - Validate the experience of "entering the Veil" with a wallet instead of a password.
   - Experiment with soft-gating vs. hard-gating flows.
3. **Publish the first canonical lore pieces**
   - A minimal "Bible" of Dark Belcerath: geography, Shadowmorphs, elements, historical events.
   - The first stories / episodes that can later expand into Nyxarium, side stories and more.
4. **Prototype Shadow Points & clan logic**
   - Implement the basic idea of **earning and spending** Shadow Points.
   - Test simple rules for clan points, ranks and Veil-time without locking the project into a premature tokenomics structure.
5. **Document standards for Veil Web experiences**
   - Security and privacy baselines.
   - Visual and interaction patterns that keep the Veil coherent.
   - Guidelines for future collaborators and third-party projects.

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## 3.3 What Dark Belcerath is *not* (0→MVP)

It is important to define what Dark Belcerath **is not trying to be**, at least in this phase:

- Not a generic browser replacement for everything you do online.
- Not a mixer, tumbler or protocol.
- Not a get-rich-quick scheme or DeFi product promising yields.

Instead, it is:

- A **focused, lore-driven environment** for specific types of content and experiences.
- A **design and UX experiment** in how we relate to sensitive content and to our own data.
- A living universe that can **grow slowly and deliberately**, prioritising coherence, safety and privacy.

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# 4. Veil Web & Dark Belcerath Browser

## 4.1 Veil Web: a curated subset of the web

The **Veil Web** is the name we give to the network of pages, labs, hubs and tools that:

- Recognise the **language and logic of Dark Belcerath** (clans, elements, Shadow Points, ranks).
- Implement **common privacy and security standards**.
- Use your **wallet and NFTs as the main access vector**, instead of user / password combos.

From a user perspective, the Veil Web should feel like:

- Entering a different layer of reality when you "cross the Veil".
- Navigating between locations (sites, micro-apps, data labs) that **share a mythology and a set of rules**.
- Having your Veil identity – clan, rank, history – travel with you **without leaking unnecessary data** to each individual site.

Practically speaking:

- Experiences are built with **shared components** (headers, prompts, warnings, navigation patterns) that reinforce the feeling of being inside the Veil.
- Each experience makes explicit **what data is being used** (wallet, NFTs, points, minimal analytics) and **what is not being collected**.
- "Outside" sites can exist, but the Veil Web is the part where Dark Belcerath sets the rules.

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## 4.2 Dark Belcerath Browser (Veil client)

The **Dark Belcerath Browser** is the **client of the Veil Web**:

- It is not necessarily a standalone browser at first, but a **shell / frame** that wraps the Veil experiences.
- It provides:
  - A consistent **navigation layer** (enter / exit the Veil, move between hubs).

    - **Contextual warnings** (e.g. when you're about to sign a transaction, connect a new wallet, or access highly sensitive material).
    - A place to surface **clan, rank and Shadow Points** information in a coherent way.

Over time, the Browser can evolve towards:

- A dedicated app or extension.
- A richer **privacy interface** (per-experience permissions, session isolation, ephemeral modes).
- A space where users can **curate their own Veil**, choosing which areas to frequent and which to avoid.

## 4.3 Layers of access and user experience

Within the Veil Web, the experience is organised into layers that correspond to **Clan ranks**:

**Duskborn (Explorers)**

- Any wallet with at least 1 Shadowmorph.
- Access to the **basic Veil layer**: documentation, introductory chambers, first experiences.

**Veilbound (Inhabitants)**

- Clans with ShadowPoints above a defined threshold.
- Deeper access to content: advanced chambers, internal social spaces and community tools.
- For most user-facing content, Veilbound Clans enjoy **practically full access**, except for very specific collections with their own rules.

**Shadowforged (Creators)**

- Clans that build: devs, builders, infra operators, early cohorts.
- Access to the **Forge**: tools to deploy and manage experiences inside the Veil Web.

**Sovereign Veil (Rulers)**

- Clans with high commitment and **top-tier collections** (for example, Princes of the Void).
- Participation in advanced governance decisions and, potentially, in future value distribution mechanisms (if and when they exist, as defined by the community).

These ranks are calculated from **ShadowPoints**, which combine NFTs, time, commitment and DevBonus (see section 6).

# 5. NFTs as keys to the Veil

NFTs in Dark Belcerath are **not** just collectible avatars:
they are **keys, power anchors and pieces of a reputation system** designed to last for years.

At a high level, the ecosystem is organized into two big families of collections:

- **Utility collections:** define access, points and roles within the Veil.
- **Narrative / art collections:** expand the universe, add cultural value and curation, without directly affecting the internal economy in this phase.

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## 5.1 Utility collections (ecosystem keys)

### 5.1.1 Shadowmorphs: Foundry Cohort

- **Type:** ERC-721
- **Initial supply:** 3,000 units (target number, can be adjusted in final design).
- **Role:** initial cohort for devs and builders.

The **Shadowmorphs: Foundry Cohort** are a special sub-collection of Shadowmorphs designed specifically for the **Foundry Epoch** (the early "building" phase of Dark Belcerath).

Holding one of these NFTs allows a Clan to reach the **Shadowforged** rank, even before meeting all ShadowPoints thresholds.

**Goal:**
incentivise devs and creators to join Dark Belcerath early, by giving them a clear key to build inside the Veil Web.

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### 5.1.2 Shadowmorphs (main collection)

- **Type:** ERC-721
- **Planned supply:** 9,999 units, distributed in 3 phases of ~3,333 each (subject to adjustment by future governance).

**Role:**

- Main **access keys to the Veil** (holding at least 1 Shadowmorph makes you **Duskborn**).
- **Core of your Clan:** the Clan Leader is always a Shadowmorph.
- Carriers of internal attributes (Veil Grade, Nature, Blood, Darkness Level, Elements).

**Shadowmorph rarity / tiers (base Veil Grade)**

- **Tier I — Gloomlit**
- **Tier II — Veilstalker**
- **Tier III — Nightforged**
- **Tier IV — Abysscrowned**

Each Tier has a **base point value** (**SmBase**), used to calculate the Clan's ShadowPoints (see section 6).

Only the **Leader Shadowmorph** contributes its SmBase directly to the Clan's score. Holding multiple Shadowmorphs can help the Clan in other ways (for example, enabling more Shadowmaids and Shadowbuds), but it **does not linearly multiply** the base score just by stacking Shadowmorphs.

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## 5.1.3 Shadowmaids

- **Type:** ERC-721 (or equivalent standard).
- **Role:** strategists, witches and guardians of the Clan; responsible for enabling **Shadowbud capacity**.

**Shadowmaid rarity / tiers**

- **Tier I — Veilbride**
- **Tier II — Gloom Matron**
- **Tier III — Night Consort**
- **Tier IV — Abyss Empress**

Each **active Shadowmaid** (bonded to a Shadowmorph) provides capacity to maintain **Shadowbuds**.

- The **Clan Leader** can link multiple Shadowmaids, depending on their rarity.
- Non-leader Shadowmorphs can typically link only **one** Shadowmaid each.

This design makes Shadowmaids a **strategic resource**: they are not just aesthetic companions, but the core of a Clan's ability to grow and sustain its network of Shadowbuds.

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## 5.1.4 Shadowseeds and Shadowbuds

- **Planned type:** ERC-1155.
- **Role:** seeds (**Shadowseeds**) and sprouts (**Shadowbuds**) that represent **power nodes planted by the Clan**.

**Basic types**

- **Gloomseed** (Seed / Bud)
- **Veilthorn** (Seed / Bud)
- **Bloodbloom** (Seed / Bud)

Shadowseeds must be **incubated** under certain game / lore rules to transform into Shadowbuds.

Once activated, Shadowbuds contribute **progression points** (**BudScore**) with **diminishing returns**:

- Early Shadowbuds are worth more.
- New ones keep adding value, but each additional bud contributes less than the previous one.

The maximum number of **active Shadowbuds** a Clan can sustain is limited by the total capacity provided by its bonded Shadowmaids.

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### 5.1.5 Carcinos

The **Carcinos** are the fauna of Dark Belcerath: shadow creatures that inhabit umbral seas, crimson skies and blackened forests. Are Deep Lore.

Some resemble species from our world; others are completely alien.

- **Design status:** their exact utility is under exploration.
- **Probable focus:** roles involving hunting, exploration, territory defence and special events.
- **Veil relation:** potentially tied to specific zones of the Veil Web (dungeons, coordinated hunts, seasonal events, etc.).

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### 5.1.6 Princes of the Void

The **Princes of the Void** are deities born at the exact instant when **Nyxarium** – the primordial crystal – exploded and fractured reality, giving birth to the Veil.

- **Extremely rare collection.**
- **Role:** deep governance keys and access to future high-level decision systems.
- **Symbolism:** they represent cosmic forces beyond time and space, and **do not obey** the common rules of Dark Belcerath.

In practical terms, these NFTs are designed to enable:

- The highest Clan rank (**Sovereign Veil**), and
- Participation in future governance modules, without making any promise of guaranteed financial returns.

### 5.1.7 Beings of the Abyss

In the absolute depths of Dark Belcerath, where light has never existed, dwell the **Beings of the Abyss**: void drakes, leviathans and colossal entities that reshape the landscape with their mere presence.

- **Narrative role:** they embody the dangers and mysteries of the deepest layers of the Veil.
- **Utility role (under exploration):** potential keys to extreme zones, high-risk / high-reward events and mechanics related to **Absolute Darkness**.

Their introduction will be **gradual and carefully paced**, to avoid saturating the early ecosystem with too many layers of complexity.

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## 5.2 Narrative, art and knowledge collections

### 5.2.1 Dark Belcerath — The Shadow Library

A collection dedicated to preserving knowledge about Dark Belcerath:

- chronicles,
- maps,
- bestiaries,
- clan records,
- war stories and rituals.

**Main role:** cultural value and curation.

**Function:** serve as a **living archive** of the universe; a way for collectors to participate in preserving the lore.

These NFTs **do not** modify ShadowPoints or Clan ranks.

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### 5.2.2 Nyxarium — Manga of the Dark Belcerath universe

**Nyxarium** will be the manga series that narrates key events in the Dark Belcerath universe.

- Chapters may be released as limited-edition NFTs, possibly accompanied (or not) by more open distribution formats.
- Holders of these NFTs will enjoy **priority access** to:
  - additional content,
  - concept art,

- early versions of chapters,
- and other narrative-centred experiences.

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# 6. Clans, ShadowPoints and ranks

## 6.1 Definition of Clan (logical unit)

In Dark Belcerath, the basic unit is **not** the person, but the **wallet**.

**Clan = set of Dark Belcerath NFTs held in a single wallet.**

Clan ranks (Duskborn, Veilbound, Shadowforged, Sovereign Veil) and ShadowPoints are calculated **per wallet**.

A single individual can have **multiple Clans** (multiple wallets), each with different stories and strategies.

This allows:

- separating identities,
- experimenting with different NFT configurations,
- and keeping the on-chain logic clear and verifiable.

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## 6.2 Internal attributes of a Shadowmorph

Each Shadowmorph, beyond its rarity (Tier), can have internal attributes that combine lore and potential future mechanics:

**Veil Grade**

- Integer from **1 to 4**.
- Represents how deeply that being is bound to the Veil.
- A fixed value in this version of the design.

**Darkness Level**

- Integer from **1 to 99**.
- Indicates the level of experience within its Veil Grade.
- Currently mainly **narrative**; reserved for future progression systems.

**Nature**

- The internal source of power that defines **how** the Shadowmorph increases its strength.
- Examples: **Wrath, Death, Despair, War, Suffering, Deception, Fate**, etc.

- Each Shadowmorph has **exactly one** Nature.

**Element(s)**

- The substance or energy it manipulates:
  Shadow, Liquid Shadow, Solid Shadow, Shadow Fire, Dark Lightning, Venomshade, Shadow Wind, Shadow Ice, Metal Shadow, Void Essence, etc.
- Normally each Shadowmorph has one **primary element** and, in some cases, a secondary one; in very rare situations it can control **more than two**.

**Blood (Class)**

- The combat archetype and role in the world:
  Veil Warrior, Abyssal Guardian, Dusk Stalker, Umbromancer, Eclipse Necromancer, Void Herald, Gatekeeper, Shadow Predator, Umbral Squire, etc.
- It affects appearance, fighting style, personality and place in the story.

In this whitepaper, these attributes are described conceptually.
The Clan economy directly uses **only the Veil Grade** of the **Leader Shadowmorph**.

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## 6.3 Clan Leader

By tradition, the **Clan Leader** is always a Shadowmorph
(Shadowmaids can never be formal leaders).

Leadership rule for a wallet **A**:

1. Take all Shadowmorphs in wallet A.
2. Find the maximum Veil Grade among them: `maxVeilGrade(A)`.
3. Form the set `C(A)` with all Shadowmorphs whose Veil Grade = `maxVeilGrade(A)`.
4. Among those candidates, choose as Leader the one that has remained under the Veil in that wallet for the longest time (oldest **HeldSince**).
5. In an extreme perfect tie, the lowest `tokenId` can be used as a technical tiebreaker.

Result: the Leader is the NFT **most deeply bound to the Veil** (high Veil Grade) and the one that has stayed the longest in that wallet.
This reinforces the idea of **commitment and continuity** for the Clan.

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## 6.4 ShadowPoints: Clan reputation

**ShadowPoints** are the main score of each Clan.
They are **not** a transferable token, but an internal metric that combines:

- Value of the Leader Shadowmorph (**SmBase**, according to its rarity).
- Contribution of active Shadowbuds (**BudScore** with diminishing returns).
- **Clan Determination (HoldStreak):** time spent without removing NFTs from the ecosystem (moving a Clan member to another wallet, even your own, breaks the streak).
- **Clan Age (ClanAge):** age of the lineage since that wallet first entered into contact with Dark Belcerath (acquisition of its first NFT).
- **DevBonus:** the Clan's contribution in development, infrastructure and content.

Simplified:

- `ClanNFTScore(A) = SmBase(A) + BudScore(A)`
- `DetFactor(A)` and `AgeFactor(A)` are increasing functions with diminishing returns, based on days of holding and Clan age.
- `DevBonus(A)` captures the value of what the Clan builds and maintains.

The general formula for `ShadowPoints(A)` is a **multiplicative combination** of these factors plus DevBonus.

The exact numeric details will be tuned during the testnet phase, but the philosophy remains:

- **Reward persistence and building.**
- **Avoid pure purchasing power** being the only driver of ranking.
- **Reduce the impact of short-term speculative moves.**

**DevBonus (Contribution Bonus).** DevBonus rewards meaningful contributions that expand and improve the Veil Web: games, tools, pages, infrastructure, moderation, and operations. In the MVP, DevBonus is computed in epochs (e.g., monthly) using a combination of (1) a minimum creation reward per approved project, (2) usage impact (privacy-preserving aggregated analytics), and (3) community ratings (one wallet–one vote per epoch, editable, with anti-sybil requirements).
Collaborative projects can split rewards by percentage across multiple wallets. Caps and penalties are applied to prevent farming and preserve rank balance.

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## 6.5 Clan ranks

From their ShadowPoints, each Clan falls into one of these ranks:

**Duskborn**

- Any Clan with at least 1 Shadowmorph and ShadowPoints above a minimum.
- Entry and exploration rank.

**Veilbound**

- Clans with mid / high ShadowPoints.

- Committed holders; practically full access to the Veil for user-facing content.

**Shadowforged**

- Clans that build: devs, builders, operators, initial cohorts.
- Access to the **Forge of the Veil** and deployment tools.

**Sovereign Veil**

- Clans with very high ShadowPoints and top-tier keys (for example, Princes of the Void).
- Access to advanced governance and potential future value-sharing mechanisms (when and if they exist, as defined by the community).

Exact numeric thresholds will be adjusted with real ShadowPoints distribution data in testnet, while always keeping this progression logic.

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# 7. Condensed lore of Dark Belcerath

## 7.1 Nyxarium and the origin of the Veil

At the centre of Dark Belcerath mythology lies **Nyxarium**:
a concentrated core of impossible energy whose explosion tore the boundaries between planes and gave birth to both **the Veil** and the universe as we know it.

When Nyxarium exploded:

- Parts of time and space fractured.
- **Dark Belcerath** emerged: a world that cuts across time and space, a dark place that reflects our reality in distorted ways.
- Enormous entities appeared (Princes of the Void, void drakes, abyssal leviathans) alongside intermediate creatures (Shadowmorphs, Shadowmaids, Carcinos).
- The **Veil Web**, as a technological layer, is the digital translation of this phenomenon: a parallel space where access and power rules differ from those of the traditional web.

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## 7.2 Shadowmorphs, Shadowmaids and other creatures

Shadowmorphs are the **base creatures of the Clans**: beings that embody the connection between the Veil and their bearers.

Shadowmaids are:

- their consorts,

- strategists,
- and guardians,

responsible for channelling power into Shadowseeds and Shadowbuds.

Beyond them, the fauna of Dark Belcerath includes Carcinos, Beings of the Abyss and many other entities that populate:

- shadow seas,
- venomous marshes,
- and broken skies.

This mythology is not decorative: it **determines collection names, elements, natures and potential future mechanics** within the ecosystem.

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### 7.3 Veil Grade, Nature, Elements, Blood and Darkness Level

The internal attributes of Shadowmorphs summarise how they relate to the Veil:

- **Nature** describes the kind of energy that drives them (Wrath, Death, Despair, War, Suffering, Deception, Fate, etc.), and whether their strength grows through emotions, actions or environments.
- **Elements** define what they manipulate outward (Shadow Fire, Liquid Shadow, Solid Shadow, Dark Lightning, Venomshade, Shadow Wind, Shadow Ice, Metal Shadow, Void Essence, etc.). Usually one primary and, sometimes, a secondary element; exceptional cases may control more.
- **Blood (class)** indicates whether it is a Veil Warrior, Abyssal Guardian, Dusk Stalker, Umbromancer, Eclipse Necromancer, and so on, affecting its combat role, appearance and even personality.
- **Veil Grade** measures their tether to shadows: the higher the grade, the more dark energy and channelable power.
- **Darkness Level**, within a given Veil Grade, shows how far that being has progressed in its bond with the Veil at that tier.

These systems are the basis for **future layers of gameplay, role-play and stories**, and allow the universe to scale without losing coherence.

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## 8. Technical architecture (0→MVP vision)

At the technical level, Dark Belcerath relies on standard crypto ecosystem components combined with its own pieces:

**Blockchain layer**

- Use of an **EVM chain** (for example, Base) for NFT smart contracts and basic gating logic.
- Initial deployment on testnets (for example, Base Sepolia) to test contracts and Veil tools.

**Storage layer**

- Use of **IPFS / Arweave** or other decentralised solutions to store art, extended metadata and static content.

**Application layer (Veil Web)**

- A set of sites and services that read on-chain wallet state and apply access rules (**gating**) according to NFTs and ShadowPoints.
- Integrations with indexer APIs, custom indexers or subgraphs, depending on project scale.

**Dark Belcerath Browser**

- Client that concentrates access to the Veil Web, applying Clan and rank logic.
- Long-term goal: to become a specialised navigation environment with curated extensions, themes and modules inside the ecosystem.

**Security & UX**

- Focus on minimising unnecessary signatures.
- Use of open standards for wallets, without forcing custodial solutions.
- Visual design aligned with the lore so the experience remains recognisable and memorable.

Implementation details will be documented in **separate technical specs** (repos, contracts, SDKs, etc.), while this whitepaper stays at a **conceptual level**.

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# 9. Security, privacy and threat model

## 9.1 General security principles

Dark Belcerath is built under a few basic principles:

- **Least privilege:** avoid excessive permissions and unnecessary signatures.
- **Composition of battle-tested standards:** prefer audited, widely used contracts and patterns whenever possible.
- **Progressive hardening:** strengthen the system over time, instead of introducing fragility just to gain speed.
- **Transparency:** document relevant technical decisions so devs and advanced Clans can audit and understand the model.

Even so, no complex system can be considered perfect. Our commitment is to get as close as reasonably possible to a high security standard: prioritise best practices, test and audit contracts where we can, react quickly to incidents, and continuously harden the system together with the Veil community.

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## 9.2 Dark Belcerath Browser and reduced attack surface

The Dark Belcerath Browser aims to **reduce attack surface** compared to traditional browsing:

- Less dependence on Web2 accounts and heavy forms.
- Native integration of NFT and ShadowPoints gating, instead of multiple scattered login systems.
- Experiences designed specifically for the Veil, with **predictable navigation routes and permissions**.

In future phases, any browser module or extension must:

- Be signed or curated by the ecosystem.
- Clearly explain what permissions it needs and why.
- Respect the project's privacy and security premises.

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## 9.3 Privacy model and its limits

Dark Belcerath does **not** present itself as a tool for absolute anonymity or as a financial mixer. What it *does* aim to do is:

- Reduce the need to expose personal data.
- Decouple your identity inside the Veil from your Web2 identities.
- Apply good privacy practices in both the Veil Web and the Dark Belcerath Browser.

However, some risks depend on the user's environment. For example:

- If the OS is compromised.
- If the network is insecure.
- If other apps outside the Veil leak information.

In those cases, no project can fully protect you.

Our commitment is to aim for the **highest reasonable level of security and privacy**, improve the system with every iteration, and evolve the ecosystem alongside the community.

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# 10. Roadmap 0→MVP and beyond

The roadmap is inspired by the **Master File 0→MVP** and organised into phases, with room to iterate according to feedback and market conditions.

**Phase 0 — Foundation**

- Define base lore and ecosystem pillars.
- Build the brand: visual identity, portal, initial narrative.
- Draft and iterate on the Master File and the whitepaper.

**Phase 1 — Initial collection and community**

- Launch **Shadowmorphs: Foundry Cohort** (devs and builders).
- Progressive launch of the main Shadowmorphs collection.
- Open community channels (Discord, X, etc.) aligned with the project's aesthetic.

**Phase 2 — Veil Web (MVP)**

- Deploy the first version of the **Dark Belcerath Browser** (web client / shell).
- Implement the initial NFT gating and the first Veil chambers.
- Integrate the basic ShadowPoints system (even if the scoring model keeps evolving).

**Phase 3 — Forge and creators**

- Formally activate the **Shadowforged** rank for devs and builder Clans.
- Publish technical documentation and examples to build inside the Veil Web.
- First wave of external experiences (pages, tools, games) created by the community.

**Phase 4 — Governance and expansion**

- Gradual introduction of higher-tier collections (Princes of the Void, Beings of the Abyss).
- Design and testing of governance mechanisms (off-chain and on-chain) tied to Clan ranks and key collections.
- Responsible exploration of potential additional tokens or value-sharing models, always prioritising ecosystem sustainability.

This roadmap is **not** a rigid promise, but a **navigation guide**: order and timing may change based on community response and technical conditions.

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# 11. Governance and ecosystem evolution

Governance in Dark Belcerath is conceived as a **gradual process**:

**Curated stage**

- Key decisions are taken by the founding team and direct collaborators.
- Objective: move fast in early phases without being blocked by massive votes.

**Hybrid stage**

- Introduce participation mechanisms for **Veilbound** and **Shadowforged** Clans: polls, signalling, soft votes.
- Adjust parameters such as ShadowPoints weights, development priorities and new collections.

**Advanced stage (Sovereign Veil)**

- Involve **Sovereign Veil** Clans and collections like Princes of the Void in high-impact decisions.
- Possible use of on-chain governance modules for specific domains (for example, internal economic parameters or Veil Web rules).

Across all stages:

- Structures that incentivise pure "vote buying" will be avoided.
- Participation will be prioritised for those who actually **build, maintain and sustain** Dark Belcerath.

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## 12. Risks, limits and what Dark Belcerath is *not*

Like any experimental crypto project, Dark Belcerath carries significant risks, including:

- **Technical risk:** bugs in contracts, indexers, integrations or the browser itself.
- **Regulatory risk:** legal changes affecting NFTs, DAOs or governance models.
- **Market risk:** abrupt price movements, speculative cycles, lack of liquidity.
- **Execution risk:** delays, roadmap changes, features that never ship.

It is important to be clear about what Dark Belcerath **is not**:

- Not a promise of guaranteed financial returns.
- Not a shortcut to "get rich quick" or an assured investment scheme.
- Not a complex financial protocol: **ShadowPoints are not a tradable token** nor a financial instrument.

Dark Belcerath is better understood as:

- An ecosystem that fuses **dark narrative** with **crypto infrastructure**.
- A social and technological experiment about **identity, reputation and community building**.

- A place for people who enjoy both lore and the creation of on-chain tools and experiences.

Our commitment is to be transparent about these risks and, at the same time, to work systematically to mitigate them: learn from each iteration and improve the ecosystem alongside the community.

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## 13. Conclusion

Dark Belcerath seeks to combine the best of two worlds:

- The strength of a consistent, mystical, dark narrative, capable of sustaining collections and transmedia projects for years.
- The solidity of a technical architecture centred on the **Veil Web**, NFT-based gating, a long-term-oriented reputation system, and a deliberate focus on privacy and security.

The goal is **not** to be “just another NFT project”, but to build an environment where:

- **Explorers, inhabitants, creators and sovereigns** each find their place –
  from those who simply want to read, collect and enjoy the aesthetic,
  to devs who want to deploy tools, games and experiences under the Veil.

This whitepaper is a **first map**.
The real territory will be built with every wallet that crosses the Veil, every Clan that decides to stay, and every creator who brings something new into the darkness.

**Welcome to Dark Belcerath.**

# Appendix A — Glossary

**Access Key**

An NFT that acts as a “key” to enter gated areas of Dark Belcerath.

**Airdrop**

A distribution of NFTs or benefits to wallets that meet predefined criteria (e.g., early supporters, contributors).

**Allowlist / Early Cohorts**

A controlled entry mechanism for early supporters (used to manage growth, bots and fairness).

**Anti-Whale Rules**

Mechanisms that reduce dominance by a few large holders (e.g., caps, diminishing returns, cohort sizing).

**Backend Key Delivery**

A server-side step that delivers temporary access material only after on-chain verification, while minimising personal data.

**Base (L2)**

The Layer-2 network used for low fees and EVM compatibility (as defined for Dark Belcerath’s MVP).

**BudBase**

A baseline component used in BudScore calculations (how much Shadowbuds contribute before modifiers).

**BudCapacity**

A limit on how many Shadowbuds can be recognised for scoring (used to prevent inflation).

**BudScore**

A ShadowPoints component based on active Shadowbuds, usually with diminishing returns.

**CID (IPFS Content Identifier)**

The unique identifier that points to content stored on IPFS.

**Clan**

A wallet-centred identity group in Dark Belcerath. A Clan's reputation is measured through ShadowPoints.

**Clan Age (ClanAge)**

Time since a wallet first entered the ecosystem (first acquisition / first verified entry), used as a reputation signal.

**ClanNFTScore**

A ShadowPoints component tied to the Clan's NFT holdings and their weighted attributes.

**Content Gating**

Restricting content visibility or functionality to verified holders of specific NFTs.

**Creator / Builder (In the lore they will be called 'Blacksmiths')**

A participant who deploys gated pages, experiences, tools or content under the Veil.

**DetFactor (Determination Factor)**

A persistence modifier linked to holding consistency (how long the ecosystem stays intact without breaking the streak).

**DevBonus**

A ShadowPoints component rewarding meaningful contributions: development, infrastructure, moderation, content creation and operations.

**Duskborn / Veilbound / Shadowforged / Sovereign Veil**

The rank ladder used for progression in Dark Belcerath.

**EVM (Ethereum Virtual Machine)**

The execution environment standard supported by many chains; enables Solidity smart contracts.

**Fees**

Protocol or marketplace costs (e.g., mint fees, platform fees) that may fund operations and the treasury.

**Foundry Cohorts**

Early phases/collections used to bootstrap the ecosystem with controlled supply and clear entry rules.

**Hard Gating / Soft Gating**

Strict access only after verification (hard) vs light restrictions for onboarding (soft).

**HoldStreak**

Time spent without breaking ecosystem continuity by removing required NFTs from the Clan.

**Inner Veil / Outer Veil**

Public entry layer (Outer) and deeper gated layers (Inner) of the Veil Web.

**IPFS**

A decentralised storage and distribution network commonly used for censorship-resistant content delivery.

**Key Rotation / Temporary Access**

A security pattern where access tokens/keys are short-lived to reduce leakage and replay risk.

**Merkle Proof (Allowlist)**

A compact cryptographic proof that a wallet is on an allowlist without publishing the full list on-chain.

**Minimal-Identity UX**

Design principle: reduce personal data usage and avoid email/password accounts when possible.

**Mint Phases (S1 / S2 / S3)**

Supply and pricing bands for staged entry, used to manage demand and fairness.

**On-Chain Verification**

Checking blockchain state (NFT ownership, balances, proofs) to decide access rights.

**Princes of the Void**

A high-trust class/concept representing top-tier access and future governance potential.

**Private Shell (Browser del Velo)**

The privacy-focused browsing/shell layer envisioned for navigating Inner Veil experiences.

**Sensitive Content (18+)**

Content that users may want to access privately or in controlled groups (e.g., erotic work, horror/graphic themes, taboo/stigmatised topics, controversial art). Adult content is one example, not the project's focus.

**Session Token**

A short-lived credential issued after verification to enable access without repeated wallet prompts.

**SHADOW (Token)**

A future-only conceptual token idea; not part of the 0→MVP release.

**Shadowbuds**

Companion/support entities that contribute to BudScore and ecosystem depth.

**Shadowmaids**

A named class of Shadowmorph-type creatures used in Dark Belcerath's lore (and related ecosystem mechanics).

**Shadowmorph**

Primary NFT entity and core "key" identity inside Dark Belcerath.

**ShadowPoints**

A reputation metric for Clans (not a transferable token). Combines NFT score, time, commitment and DevBonus.

**Shadowseed**

A lower-tier or related entity concept used in progression and ecosystem depth.

**SmBase**

A ShadowPoints component tied to the Clan Leader Shadowmorph's strength/rarity weighting.

**Threat Model**

A structured description of what the system defends against (and what it cannot fully protect against).

**Treasury**

A project-managed pool used to fund operations, security, infrastructure, and long-term development.

**Veil**

The narrative and technical metaphor for privacy, access and the hidden web layer.

**Veil Access (VeilAccess)**

The access state/logic that determines what a verified wallet can reach under the Veil.

**Veil Grade (VeilGrade)**

An attribute/weight used to rank or select leadership and influence inside a Clan.

**Veil Web**

The concept of a gated network of experiences/pages accessible through Dark Belcerath keys.

**Waitlist**

A pre-launch signup funnel used to manage early demand, run cohorts, and reduce bot pressure.