

BLEHCKCHAIN

ARTIFICIAL DREGON WHITEPAPER

Dregon ownership rewards and the economy of Vethra

Version 1.2 / 3 October 2026

Artificial Dregon is a dark fantasy multiplayer RPG in which player actions shape a living intelligence, a regional economy, and the history of a world.

Own a creature with a history. Raise it, equip it, and build its place in Vethra. This edition explains the Dregon experience, named gameplay rewards, holder activities, trading, and the systems that support them — and adds the Hoards: personal on-chain creature accounts that turn every Dregon into an earning asset, with its own Hoard, hireable game use, and an AI Steward.

WORLD

Vethra

COMMUNITY

The Flamekeepers

ECOSYSTEM

\$AD / Embermarks / 3,333 Dregons /
Relics

OWNERSHIP AND REWARDS EDITION

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01

EXECUTIVE SUMMARY

Artificial Dregon is a dark fantasy multiplayer RPG by Blehckchain. In Vethra, players fight, craft, transport goods, build settlements, and leave a history that other players inherit. The project combines a playable world, the Solana token \$AD, in-game Embermarks, earned Relics, and a fixed collection of 3,333 collectible Dregons.

Why own a Dregon

A Dregon is designed to become a personal creature that its owner raises, feeds, equips, flies into battle, and assigns to guard in-game gold. Ownership gives the creature a continuing identity; training, equipment, and witnessed deeds give that identity a history. The attraction is a companion with useful things to do, visible progression, and a place in the world's economy.

This edition expands that offer with proposed Bond Quests, aerial expeditions, player-funded guard and courier contracts, a personal lair, seasonal challenges, and controlled guild assignments. These systems connect ownership to repeatable activities and named rewards. Sections 02 to 04 give the benefit and status map; Sections 16 to 19 define the expanded mechanics.

What players can earn

Vethra rewards activity with resources, equipment, Embermarks, progression, and witnessed Relics. The existing Relic catalogue describes tangible effects: earlier attack warnings from Ashglass Lens, an extra Overstake charge from The Unspent Charge, stronger recovery through Ember of the Second Dawn, and a permanent home-Hearth scoring bonus from Firstborn Scale. Section 03 explains the catalogue and Section 21 explains how deed rewards become ownable objects.

The economy gives those activities further purpose. Players supply crafted equipment, fund deliveries, commission protection, and trade supported goods. Dregon owners can become customers and service providers within that economy as the proposed creature systems launch. Eligible collectible trading creates a separate route to buyer-funded sale proceeds.

What is available and what comes next

The official site advertises holder-access paper-mode pre-pre-alpha and an open Dregon presale. The price is 0.005 ETH per allocation, with 3,000 presale units and 333 reserved inside the 3,333 cap. Mint and reveal dates remain unannounced. Creature gameplay and the new holder systems in this edition are development work, with delivery gates set out in Section 27.

The whitepaper now leads with the experience and rewards. It also identifies the source of each reward, the ownership conditions, and the evidence needed to mark a feature live. The current commercial facts are collected in Section 30 and participation terms in Section 29.

02

DREGON OWNERSHIP AND REWARDS

The ownership offer is a persistent creature, a distinct style of play, and activities that give owners reasons to return. The five established creature targets are raising, feeding, equipment, flight in battle, and gold guarding. The expansion designs below add concrete reward loops around those targets.

Owner activity	What the owner works toward	Why it matters
Raise and train	Visible growth, learned creature actions, a deed history	A companion whose development reflects time and choices
Equip and provision	Player-crafted gear, feed, and specialized loadouts	Decisions about preparation and a market for useful supplies
Lead Bond Quests	Proposed bond milestones, appearance unlocks, creature techniques	A personal story with a measurable next objective
Run aerial expeditions	Proposed materials, blueprint fragments, and completion rewards	New encounters and supplies for the next upgrade
Fulfill guard or courier work	Proposed escrowed Embermark fees	Other players can pay for a service the creature performs
Build a lair and play seasons	Proposed displays, banners, titles, and earned customization	A home for the creature and fresh goals over time

Who gets which benefit

Verified owners would control the linked Dregon, choose its equipment and assignments, and lead its owner-specific progression. Guest players could join appropriate expeditions and receive their own disclosed participation rewards. General quests and earned Relics remain part of the wider game; a presale claim does not automatically award every Relic.

Holding several Dregons expands the collection and available choices. The proposed launch rule allows one active assigned Dregon per account at a time, so additional tokens do not automatically multiply quest issuance. Multi-creature capacity would need a later content and economy review.

A clear reason to participate

The purchase motivation is the creature and its intended place in Vethra: bond with it, build a loadout, take on work, pursue rewards, and carry its history forward. The presale currently reserves an allocation in the collection. These activities become usable as their named systems are delivered; the feature map on the next pages keeps that progression visible.

03

REWARDS PLAYERS CAN EARN

The project already describes rewards with mechanical effects. The following values come from the existing Relic catalogue [10]. They are catalogue definitions, not independent verification that every bonus is active in the current build. Each released item needs an obtainable source, a working effect, and a clear player-facing description.

Relic	Documented effect	Practical benefit
Ashglass Lens	Attack telegraphs render 180 ms earlier	More warning before an incoming attack
The Unspent Charge	Banks one extra Overstoke charge before venting	More capacity to prepare a burst
The Wall That Held	Bulwark retains 15% of its hit points after the breaking breath	A defensive position can survive the hit
Cold Arithmetic	The Dregon takes one extra Ravening to forget the player	Longer persistence of Reflection recognition
Contrarian Coal	Feeding against the prevailing flow counts 1.2 times toward Will	A different way to influence the world's Dregon
Kennel Whistle	Drakelings reposition to a threatened ward once per Ravening	Responsive support during ward defense
Ember of the Second Dawn	Returns Keepers at 40% rather than 25% health	A stronger recovery after defeat
Firstborn Scale	Preserves the Ascension soul and gives a permanent Architect scoring bonus on its home Hearth	A unique record and a lasting local scoring benefit

Rewards with a source

The deed system defines Cinder for presence at a Stage Clear; Brand for the session's top-ten feeders at a stage break; Heartscale for an Apex Ravening survived without a ward falling; Wardsoul for Favoured standing through a Reflection; and one Firstborn at a Hearth's first Ascension [11]. Section 21 gives the specific witnessed items and transfer rules.

Other reward streams include ordinary combat loot, useful materials, crafted equipment, in-game currency, and earned mastery. The catalogue's additional items still need their precise acquisition routes confirmed per release. Displaying a compelling effect is the start of a reward loop; players also need to know where to pursue it and how to use it.

04

NFT UTILITY ROADMAP

The collection's utility grows through delivered activities. This map distinguishes the current presale, the established creature targets, the existing reward catalogue, and the new expansion designs introduced in this edition.

System	Current basis	Next evidence required
Dregon allocation	Open presale advertised on the official site	Verified mint contract, allocation reconciliation, delivery
Raise feed equip fly and guard	Established creature development targets	Linked ownership and a complete playable creature loop
Relic rewards	Named effects and deed rules in project source	Per-build acquisition and effect checks
Relic NFT export	Lifecycle engine described in source; export disabled	Production integration, ownership recovery, release activation
Bond Quests and lairs	New expansion proposals	Content, progression, state persistence, claim accounting
Aerial expeditions	New expansion proposal	An encounter, reward budget, preparation cost, completion proof
Guard and courier contracts	New expansion proposals	Funded escrow, assignment limits, success and failure settlement
Seasonal rewards and guild assignments	New expansion proposals	Published season rules and bounded delegated-use permissions

How a feature earns a live label

The release record should name the build, eligible players, exact activity, reward item or currency, quantity rule, claim limit, ownership behavior, and support path. A successful demonstration must include claiming the reward and using it, not only showing a menu or animation.

The first delivery priority

Begin with one complete ownership experience: prove a wallet, link the creature, complete a Bond Quest, receive a visible reward, equip it, and preserve the result after reconnecting. Add one aerial expedition and one funded guard contract next. These small complete loops make the offer understandable and provide footage that can demonstrate it.

Expansion proposals are designs for the next product work. They become announced entitlements only when their scope, costs, and release conditions are adopted and published. The presale's existing price, supply, payment destination, and delivery basis are unchanged by this edition.

04A

HOARDS — PERSONAL ON-CHAIN CREATURE ACCOUNTS

Added 3 October 2026. Hoards are the committed ownership layer of the Dregon collection — the systems below are what the project will deliver, in the release order given at the end of this section.

Product promise: Raise your Dregon. Build its Hoard. Put its skills to work.

What an owner receives

The Hoard. Each of the 3,333 Dregons is assigned a designated on-chain account (ERC-6551 token-bound account) on its NFT chain. The Hoard holds supported same-chain tokens and transferable collectibles; a separate view shows game inventory, Embermarks, and creature progress. Because the account belongs to the NFT itself, everything the creature accumulates stays with the creature.

The Lair. A public creature page presents the Dregon's appearance, witnessed deeds, supported equipment, Hoard contents, completed assignments, and current availability. Private owner information, personal messages, and linked personal-wallet data do not transfer with the creature. The owner chooses which nonessential public activity details to expose.

The Contract Board. Customers post funded Hoardwatch protection or Skyroute delivery requests; a Dregon owner accepts an eligible assignment, the game verifies completion, and escrow settles once. The in-game version pays Embermarks; monetary bounties carry an external-asset budget with their own released terms.

Hire a Dregon. Temporary, bounded game-use permission without transferring the NFT or permitting treasury withdrawals. The customer pays for a defined period or task; owner and operator shares are disclosed before acceptance. Capacity and assignment rules prevent simultaneous conflicting jobs.

The Steward. Every owner gets an optional AI Steward — a personal manager for their Dregon's economic life, detailed in the next section.

Persistent ownership value. Creature-bound upgrades and history survive transfer. The buyer inspects exactly what is included before purchase. The owner receives functionality through the creature rather than repeatedly paying to restore an already-earned creature level after every sale.

The Steward

Every owner gets an optional AI Steward — a personal manager for their Dregon's economic life. The Steward:

- Finds work. It scans the Contract Board for Hoardwatch and Skyroute assignments that fit the Dregon's capabilities and the owner's preferences, ranking them by payout against time and risk, and presents the best matches.

- Prepares the creature. It assembles a permitted loadout for the accepted assignment from the Hoard's equipment — the right gear for the job, within the assignment's rules.
- Lists the Dregon for hire. It drafts Hire-a-Dregon listings — defined period or task, scope, pricing — for the owner to approve, and manages the listing while it is active.
- Manages spending. It handles approved purchases — Ashbridge supplies, cosmetic customization, selected services — inside owner-set spending limits, with transaction previews before anything executes.

The Steward begins in suggestion-only mode: it proposes, the owner decides. Execution expands in stages — small owner-set spending limits first, then approved contracts with expiration — and every permission the owner grants can be inspected and revoked. Any investment strategy the Steward might one day offer is a separate opt-in product with separate funds and measured results, never mixed with the creature's operating budget.

The five money streams

Every receipt names its source and settlement asset. The five streams below are how value reaches holders.

1. Hoard distributions. A defined 70% share of eligible net protocol receipts is credited to qualifying NFTs' Hoards in the released payout asset. Eligible net protocol receipts (R) means collected protocol fees — NFT and Capsule sale fees, swap platform fees, loan origination and reserve-factor receipts, rental commissions, Forge sale fees — minus attributable refunds, chargebacks, and directly paid execution or fulfillment costs. LP fees, lender earnings, customer escrow, deposits, loan principal, token-sale principal and paper gains are never inside R. Each distribution is funded before it accrues — holders receive what the revenue supports.
2. Monetary rentals. A customer purchases temporary, bounded use of a Dregon through Hire-a-Dregon. The agreed fee, less disclosed charges and costs, settles to the owner's Hoard. Escrow, expiry, and failure settlement are defined before the rental begins, and the owner/operator split is disclosed before acceptance.
3. Sponsored bounties. A sponsor funds a specified challenge in advance — a purse with published eligibility, scoring, and dispute handling. Verified completion pays the published award. The sponsor's prize principal belongs to the prize pool, never to protocol revenue.
4. Collectible sales. The owner sells transferable items from the Hoard — equipment, cosmetics, earned collectibles — to a willing buyer. Sale proceeds after costs settle to the seller. Listings commit to included assets and the buyer inspects them before settlement.
5. Guard and courier work. The in-game economy: another player's escrow pays Embermarks for verified Hoardwatch protection or Skyroute delivery. Embermarks are spendable in-game currency under their existing rules.

New revenue feeding the first stream includes collectible-market service fees actually collected, external-asset rental commissions, cosmetic contribution margins, sponsor contracts, and later licensing of the creature-account tools. Customer escrow, owner deposits, loan principal, game-ledger taxes, and unexecuted token appreciation are never counted as distributable

revenue. Sales proceeds are not profit — profit accounts for acquisition, operating, transaction, and attributable costs.

The reward model

Updated 3 October 2026 (v1.3): the Hoards Blueprint Edition 2.0 is the operative specification. The holder share is 70% of eligible net protocol receipts.

The model's core formula:

$$\text{Average monthly reward per Dregon} = R \times 70\% \div 3,333$$

where R is monthly eligible net protocol receipts after refunds, chargebacks and direct costs.

The arithmetic:

Monthly eligible net protocol receipts (R)	70% holder budget	Average per Dregon (all 3,333 qualifying)
\$10,000	\$7,000	\$2.10
\$100,000	\$70,000	\$21.00
\$1,000,000	\$700,000	\$210.02

A worked example: distributing \$10 per month to all 3,333 Dregons requires \$33,330 in monthly payouts — at the 70% holder share, that is \$47,614.29 of eligible net protocol receipts. These are arithmetic scenarios, not forecasts: volume, revenue and distributable income are different quantities.

The remaining receipts fund the protocol: 20% operations under a published operating budget, 5% finite risk reserve, 3% Forge Fund community acquisitions, and 2% capped execution incentives. The allocation totals 100% and can change only for future receipts after explicit notice, never for funded rounds.

Eligibility is equal and time-weighted per qualifying NFT — there are no purchasable payout multipliers, and snapshot-only designs that reward last-minute eligibility gaming are excluded. Reserved and treasury-held NFTs follow an explicit published policy before any distribution. New buyers see consumed claims and accrued entitlements included in a sale.

The 70% holder share is defined against receipts not already allocated elsewhere — including the separate 50/30/20 Tend the Flame staking schedule, which is never double-counted.

Networks and transfers

For the first Hoard release: Robinhood Chain hosts the NFT, the designated Hoard, and supported same-chain payout assets; Solana hosts native \$AD transactions; the game verifies each network independently and links entitlements to the account; Embermarks remain game-ledger units under their existing rules. A Robinhood-chain account cannot directly custody native Solana SPL tokens merely because wallets are linked to one game login. No second ecosystem token is created for Hoards.

Transfers must protect buyer and owner: the buyer gains control of the designated NFT account; marketplace orders commit to included assets, minimum balances, obligations, and expiration; settlement rejects orders whose required contents are missing. A transfer invalidates old owner sessions, delegations, and automated task permissions. Active rentals and jobs carry explicit completion, cancellation, or transfer rules. Creature progression and on-chain assets travel; the buyer does not inherit the seller's personal records or trust scores.

Release order

Delivery follows this order: a testnet demonstration around one Dregon, one Hoard, one usable reward, and one safe transfer — connect and verify ownership; complete a first Bond Quest; complete one funded guard job with disclosed settlement; run an explicit test distribution with reconciled totals; list the Dregon with specified contents; transfer to a second owner with prior sessions invalidated. Mainnet monetary rewards follow contract review, product-specific eligibility review, an operating budget, funding reconciliation, and capped rollout. Rentals follow working transfer and assignment rules; broader asset integrations follow reliable settlement.

04B

THE HOARDS EXPERIENCE — THE PUBLIC INFOGRAPHIC

Added 3 October 2026. This section restates the public Hoards infographic in the whitepaper's own voice. It commits nothing beyond §04A — it is the same ownership layer, presented the way a new owner meets it.

One Dregon. Six connected capabilities.

- A Personal Hoard. Your Dregon will have a wallet for supported on-chain assets. View its collectibles and funded payouts alongside its creature profile.
- Funded Rewards. Hoard rewards will connect eligible holders to funded ecosystem programs. Distributions depend on each program's revenue and rules.
- Temporary Rentals. Temporary play access will let another player use your Dregon while you keep ownership and control of its Hoard.
- Useful Paid Work. Hoardwatch guarding, Skyroute deliveries and expeditions will give you reasons to train, equip and return to your creature.
- An AI Steward. Your AI Steward will help choose assignments and prepare equipment. You decide what it may do and how much it may spend.
- A Lasting Legacy. Build a creature with its own style, progress and witnessed deeds. Its history can continue with the next owner.

Your routes to rewards. Ownership, useful services and collectible trading each create a different opportunity:

1. Holder Distributions — source: eligible product revenue. Eligible ecosystem programs can distribute a funded share of collected marketplace fees, rental commissions or other released revenue sources.
2. Rental Income — source: a paying customer. A player will be able to pay for temporary use of your Dregon. You receive the agreed fee after the service and its disclosed charges.
3. Sponsored Bounties — source: a pre-funded sponsor. Take on a sponsored challenge with a funded prize. Complete its objectives to qualify for the published award.
4. Collectible Sales — source: a willing buyer. Find a buyer who values your Dregon or an eligible collectible. Sale proceeds depend on buyer demand and the assets included.

Guard and courier activities will pay Embermarks for use inside Vethra. Embermarks have no cash-redemption feature; monetary rewards come through separate funded programs.

Real activity. Funded rewards. Customers pay for useful services, cosmetics and marketplace activity; costs are covered — refunds, delivery, execution and operating provision; what remains and is released under clear program rules becomes eligible revenue; a funded budget supports each reward distribution; eligible rewards arrive in the Dregon Hoard in the supported payout asset. Useful services and repeat customers support the reward economy. Each released program will identify its funding, eligible holders, payout asset and distribution rules. Your own

deposits remain separate from earned rewards.

Rewards you can understand. The source: published revenue sources and funded sponsor budgets make each program understandable. The rules: each release will explain eligibility, payout assets, timing, fees and any participation requirements. Your Hoard: view supported payouts and separate earned rewards from deposits and changes in market value. Value comes from use — players want useful services, memorable creatures and collectible stories, and that customer demand is the foundation for a lasting reward economy.

Two networks. One game account. On Solana: \$AD — supported \$AD purchases will connect to Embermarks for markets, supplies and services in Vethra; the game account — manage creature access, assignments, inventory and Embermarks, each wallet verified separately. On Robinhood Chain: the NFT and its Hoard — home for the Dregon NFT, its Hoard and supported tokens or collectibles on that network. Connected experience, distinct assets: \$AD stays on Solana; Dregon NFTs and their Hoards use Robinhood Chain. Linking your wallets does not automatically move assets between networks.

A new owner. A continuing story. See what is included: review the Hoard, supported equipment, creature progress and any active commitments. Buy with clarity: protected sale checks will confirm that the assets promised in the listing are still included. Take the reins: the new owner gains control of the Dregon and its Hoard, and creature-bound history stays attached. Make it your own: owner permissions will reset so the new holder can choose the next assignments and chapter. A sale carries the assets and rights listed with the creature. Personal wallets, trainer achievements and private information stay with their original owner.

An ecosystem that grows with your Dregon. Foundation — bond and progress: meet your creature, complete Bond Quests, equip rewards and build a history worth keeping. Expansion — work and connect: take on contracts, explore supported rewards and discover temporary-use opportunities. Evolution — explore and create: develop your lair, discover new activities and use your AI Steward as the world expands. New experiences will arrive through staged releases, and each release will explain who can participate, what can be earned and how the activity works.

Rollout note: Dregon Hoards features are in development and will roll out in stages. Availability, eligibility and program terms will be published for each release. Rewards vary with funding and participation; no fixed return is promised.

04C

HOARDS FINANCIAL SYSTEMS — BLUEPRINT EDITION 2.0

Added 3 October 2026 (v1.3). This section summarizes the Dregon Hoards Complete Blueprint, Edition 2.0 — the operative specification for the Hoards financial systems. It is stated as what the project will deliver; live implementation must be established with deployment evidence. It does not certify deployed or audited functionality.

Paired with stocks

There are three distinct stock connections:

1. Ownership. A Hoard holds approved stock-token units — tokens tracking names like TSLA, NVDA, AMZN or PLTR. Those tickers specify the intended asset menu, not claimed live integrations or a recommended allocation.
2. Accumulation. Funded fee allocations buy the owner's elected assets and credit the Hoard. Owners can also deposit assets or fund recurring purchases themselves.
3. Trading and liquidity. The exchange routes stock-token/stablecoin trades and approved LP positions. Holding a stock token does not automatically create an LP position.

Each enabled asset carries a verified contract, chain ID, issuer, legal classification, recipient classes, price-feed configuration and deposit cap. Stock tokens are tokenised instruments providing economic exposure, not direct shares; availability is restricted, including for U.S. persons, and connecting a wallet does not remove those restrictions. Each distribution, swap, loan and transfer checks its required eligibility credential. A user can play the game without stock access.

First Flame. A pre-funded seed campaign: the entire allocation is deposited before claims open, and uniform units per NFT equal funded units divided by eligible IDs. No unfunded seed promise.

Compartments of the account

- Core Hoard. The canonical NFT-bound account holds supported free assets and collectibles. Only the live authenticated controller can authorize principal movements.
- Strategy Pockets. Isolated accounts hold only amounts deliberately assigned by the owner, under policies specifying assets, destinations, trade size, slippage, expiry and allowed calls. A pocket cannot pull additional Core funds.
- Collateral Vault. A lending-controlled compartment holds specifically pledged assets. A lien blocks prohibited withdrawals and Dregon transfers until repayment.
- Game Inventory. Embermarks, nontransferable items and quest state sit in a separate panel; transferable Relics can appear without being counted twice.

Activation tiers

Five persistent capability levels, priced in USD-equivalents and settled in native Solana \$AD (only the difference between levels is charged):

Level	Cumulative price	Capability
Ember	\$0	Core Hoard, manual exchange, funded rewards, credit access, portfolio
Flame	\$10	Saved allocation templates, recurring purchase instructions
Blaze	\$25	One active AI execution policy, two Crew seats
Inferno	\$50	Five policies, three Crew seats, threshold rebalancing
Sovereign	\$100	Ten policies, five Crew seats, Forge deployment workspace

Capabilities belong to the NFT and survive sale. Tiers never multiply the common reward pool. Upgrade payments have their own fee domain: 50% operations, 50% verifiable \$AD burn, after disclosed refunds and direct payment costs.

The fee schedule and the funded reward engine

Product	Initial fee default	Remainder
Protected NFT or Capsule sale	1.00% of consideration	Seller, less a separately shown royalty
External routed swap	0.10% platform fee plus venue costs	Counterparties and venue LPs
Native standard AMM swap	0.30% total (0.25% LP / 0.05% protocol)	LP fees stay with LP positions
New loan	0.25% origination	Borrower receives principal less fee
Realized loan interest	10% reserve factor	90% belongs to lenders
External-asset rental	5.00% of rent	95% owner share before disclosed Crew commission
Successful Forge sale	1.00% of accepted funds	Net proceeds follow the launch manifest
Sponsored bounty	Separately quoted service charge	All prize principal remains prize money

The Fee Router separates protocol revenue, LP earnings, lender earnings, customer escrow, creator proceeds, reward liabilities and reserves. Accounting closes daily at 00:00 UTC: reconcile R, fund the reward vault, publish the participation record. Each eligible NFT earns one weight per eligible second; tiers add no multiplier. Owners elect up to five approved assets totaling

100%, effective the next round; aggregate purchase orders acquire assets in batches and distribute actual net received units pro rata. Purchase batches require at least \$100 with expected execution costs below 1% of the batch; smaller balances roll forward visibly. Claims never forfeit.

Exchange and liquidity

The Hoard Exchange quotes approved stock/stable, crypto/stable and ecosystem routes, comparing executable output after fees, price impact and gas, with route, spender, minimum output and deadline shown. Users choose pools, full-range or concentrated exposure, deposit caps and minimum liquidity received; withdrawals deliver the actual underlying position — no fixed return is implied. LP lockers bind identified positions to a beneficiary, unlock timestamp and vesting schedule. Hoard Capsules package disclosed same-chain assets for gift, sale or campaign distribution; opening burns the shell and delivers the manifest atomically, once.

Asset-secured credit

Hoard Credit lets an owner pledge supported assets in the Collateral Vault and borrow an approved settlement stablecoin from an independently funded pool. Conservative design LTVs:

Collateral	Initial max LTV	Liquidation threshold
Approved stablecoin	75%	85%
ETH or approved equivalent	40%	55%
Approved liquid stock tokens	30%	40%
Art, \$AD, EM, new launch tokens	0%	Not accepted

Launch ceilings are \$10,000 debt per Dregon and \$100,000 per isolated pool — ceilings, not promised liquidity. Below a health factor of 1.0, approved liquidators repay debt and receive pledged assets with a 5% bonus. Pledged collateral absorbs losses first then the pool's reserve allocation; there is no uncapped treasury backstop.

Forge launchpad and community fund

Forge provides a token factory, sale page, allocation manifest, vesting and locked initial liquidity. Standard defaults: fixed supply; 40% public sale / 30% liquidity / 20% creator vesting / 10% ecosystem vesting; creator 90-day cliff then 365-day linear vesting; minimum raise at least \$10,000; successful graduation locks the LP receipt for 365 days; a missed minimum returns all principal with no success fee. The Forge Fund (3% of R) runs 30-day community acquisition rounds with published budgets and voting; unaccepted allocations stay segregated and claimable.

Vote-directed liquidity and treasury control

Native Solana \$AD locks (30/90/180/365 days) direct weekly funded liquidity budgets to approved pools; one pool receives at most 25% of a round. Governance can alter prospective fees within ceilings and approve adapters, but cannot seize Core funds, rewrite accrued rewards,

reject valid repayments or override recipient restrictions. A 3-of-5 operational multisig can quarantine assets or lower risk caps immediately; emergency restrictions expire after seven days without ratification.

The Steward's execution modes

Mode	Work	Authority
Observe	Summaries, risk flags, allocation ideas, drafts	Read-only
Operate	Claims, approved swaps, recurring buys, LP management	Expiring policy over a funded Strategy Pocket
Deploy	Instantiate an approved Forge template	Separate owner-signed deployment manifest
Play	Assignments, loadouts, permitted game actions	Game delegation, no Core financial authority

Every policy binds chain, pocket, ownership epoch, signer, expiry, targets, assets, recipients, per-trade spend, daily turnover and slippage. The default daily spend is the smaller of \$25 and 5% of the pocket's supported liquid value, with seven-day expiry. Three consecutive execution failures suspend the policy. NFT transfer immediately invalidates all policies.

Crew participation

Crew seats are revocable roles beneath a Dregon — not another NFT collection. They can earn a specified share of work they perform, with a default aggregate commission ceiling of 20% of the owner's net rental/service receipts, explicitly accepted before the job. Crew seats receive no automatic common reward-pool share.

Five destinations

The owner experience organizes around Hoard (assets, exposure, debt, permissions), Earn (distributions, LP fees, lending interest, rentals, awards, EM jobs — each naming its payer and settlement asset), Trade (exchange and liquidity), Credit (collateral borrowing), and Vethra (the playable world). Before any signing, the interface shows assets leaving and arriving, fees, spender, approval duration, destination and the worst permitted result beside the raw transaction.

Public description: "Dregon Hoards connects a living collectible to a personal onchain portfolio. Hold supported stock tokens, choose funded asset rewards, trade, provide liquidity, access collateral credit and put an AI Steward to work under your rules. Bring your Dregon into Vethra to train, play and provide useful services."

Compliance: public materials identify current availability accurately. Never present stock tokens as direct shares, variable payouts as guaranteed yield, reserves as insurance, or the project as a Robinhood partner.

05

VETHRA AND THE NARRATIVE FOUNDATION

Vethra is a world where memory has substance. Beneath its mountains runs the Heartline, a material that preserves the residue of promises, identities, and events. The First Smiths joined witnessed histories into the Black Chain so rulers could not quietly rewrite the past. Over time, that protection became a means of imposing one authorized account of reality.

The Quiet emerged from that failure. It leaves buildings standing while removing the reasons anyone built them. Its central antagonist, Ossavar, the King Without a Name, offers peace through the erasure of difference. Resisting him requires a society capable of preserving identity without making its own history a prison.

Blehckchain, the vanished architects within the fiction, created the Dregon as a living answer. It can inherit experience and continue changing. The community does not simply activate a finished weapon; it teaches an intelligence through the consequences of collective behavior. The developer identity and its fictional counterpart share a name, but the fiction does not describe the project's legal or corporate structure.

The three fires

Fire	Meaning in Vethra	Consequence of excess
Ember	Will, courage, creation, appetite, and renewal	Desire becomes domination and consumption
Azure	Memory, cognition, language, pattern, and restraint	Preservation becomes compulsory sameness
Hollow	Mercy, release, endings, anonymity, and loss	Release becomes erasure and the Quiet

These are competing necessities, not a simple good-and-evil alignment system. Their balance influences the Dregon's appearance, abilities, and interpretation of the world. A dominant fire opens a different future rather than an automatically superior ending.

Places that carry the story

Hearthwake introduces players to rebuilding, testimony, and mutual dependence. Anvildeep turns craft into witnessed history. Emberheart Citadel develops around the sealed egg as the realm contributes labor, knowledge, and materials. Its eventual form records what the community chose to build.

Edrik Ashmantle, an ancient dwarven bell-keeper, is the narrative guide. His voice carries personal memory and uncertainty. Environmental storytelling, conflicting NPC accounts, and discovered records reveal the setting before a codex explains it.

The campaign target contains twenty anchor quests, beginning with the First Crack and culminating in the Dregon's Sovereign Form. Local choices can alter NPC survival, roads, services, town politics, and the final confrontation. The Book of Embers preserves consequential

outcomes for later chapters. These are production targets from the canon, not a claim about the content available in a current build.

06

THE WORLD AND ITS REGIONAL ECONOMY

Vethra's geography creates reasons to travel and cooperate. Each region has resources, hazards, institutions, and knowledge that other regions need. The full-realm target contains ten interconnected zones, nine authored towns, and player-founded Bastions. The scale is a long-term content target; the first release milestone concentrates on a small connected portion of that world.

Region	Main settlement	Economic and gameplay role
Ashen Verge	Hearthwake	Food, timber, basic tools, first contracts, and rebuilding
Ironwold Marches	Anvildeep	Deepiron, master forges, repairs, rail, and dungeon expeditions
Glassroot Wilds	Lumencairn	Alchemy, living materials, medicine, and ecological negotiation
Pale Archive	Hushkeep	Maps, inscriptions, contract seals, and historical evidence
Skychain Archipelago	Aerolith	Air travel, rare logistics, salvage, and weather routing
Azure Scar	Voltspire	Energy cells, precision tools, and infrastructure power
Drowned Circuit	Tidevault	Recovered machinery, marine trade, and underwater exploration
Sable Crown	Cinderhold	Advanced catalysts, ritual craft, and named-item awakening
Null Expanse	Player Bastions	Frontier settlement, scarce materials, and Witness Beacons
Broken Meridian	Emberheart Citadel	Cross-region projects, high-level services, and the central story

Travel creates work

Most bulk goods must move through the world. A remote price listing supplies information; it does not transport an item. Walking, mounts, caravans, rail, airships, and Tidegates have different requirements for time, cargo, energy, and risk. Advanced transport modes enter through later production milestones.

A safe road can make a distant workshop competitive. A storm can interrupt medicine deliveries. A public transit gate can reduce travel time while increasing demand for replacement power cells. These relationships create professions in routing, escort, maintenance, and supply without

requiring every player to fight.

Settlements reveal their condition

Town systems should be visible in the environment. Successful supply expands services and workshops. An energy shortage dims districts and closes lifts. Civic construction changes the skyline. Decline creates repair and rescue opportunities before abandonment becomes a named ruin.

Physical distance must remain enjoyable to play. The project should measure travel density, route variety, delivery completion, and essential-goods affordability before extending the map. Empty distance is not a substitute for a functioning regional economy.

07

GAMEPLAY AND PROGRESSION

The core loop begins with a need in the world. A player explores or accepts work, obtains knowledge or materials, applies a skill, and returns with a result that another player or institution can use. Rewards support the next expedition, craft, or civic contribution. Important actions also leave a record that can affect the surrounding world.

A first journey

A new Flamekeeper arrives at Hearthwake during a blue-gold storm. The opening quests introduce a rescue decision, a shard connected to witnessed promises, and a person erased from public records. The player learns movement, readable combat, gathering, crafting, and the contract board. Account-bound Spark credits cover basic onboarding needs so a beginner can reach the first market without purchasing \$AD.

The initial market interaction should involve something useful: delivering timber for a damaged service, supplying a repair, or completing an escrowed order. The player can see who needs the work, where the reward comes from, and what changes after completion.

Callings and mastery

Calling	Combat contribution	Contribution outside combat
Ash Vanguard	Protection and close control	Holding routes and defending shared work
Veilrunner	Mobility and precision	Scouting and infiltration
Runewright	Devices, traps, and field repair	Temporary infrastructure and inscriptions
Stormsinger	Ranged control and energy routing	Working with weather and power systems
Root Warden	Healing, terrain, and creature bonds	Ecological restoration and negotiation
Embermender	Recovery and memory repair	Rescue and management of Echoes

The canon allows two Calling paths and one profession focus per loadout. Deep progression comes from practice, mentors, equipment familiarity, and completed deeds. Profession standing and regional Renown create routes to influence beyond combat level. The vertical slice begins with fewer Callings and professions so their interactions can be tested properly.

Failure and competition

PvE defeat can leave an Echo containing part of a player's carried unbound materials. Recovery and rescue create further play. Bound identity items are protected under the baseline design. PvP is opt-in outside clearly declared conflicts, with contested cargo rules disclosed before a contract is accepted.

Creature ownership is intended to open a distinct companion experience. Training and equipment should produce useful decisions and earned capabilities. Competitive modes need explicit balance rules; rarity or purchase price alone should not determine numerical combat superiority. Measure purchased-currency effects, progression speed, and outcomes across player cohorts.

08

THE LIVING DREGON AND PLAYER HISTORY

The central Artificial Dregon is a world character whose behavior and form respond to the realm. It is distinct from the 3,333 collectible Dregons and their planned creature gameplay. Collection ownership does not confer control of the central being, its global powers, or the campaign ending.

Development through the campaign

Form	Narrative function
Sealed Egg	Receives experience before it can act
Wyrmlight	Appears as a luminous presence and learns through observation
Ironwing	Enters the physical world and influences regional ecology
Citadel Warden	Protects infrastructure while testing the limits of its judgment
Sovereign Ember	Reflects the accumulated choices of the base campaign
Leaving Form	A possible later chapter in which it refuses rule and opens a frontier

The forms define narrative progression rather than purchasable tiers. The exact timing and availability depend on authored content, validated world events, and the release scope.

Signals with observable consequences

The design records relevant actions such as rescue, contract fulfillment, restoration, extraction, civic participation, and preservation of costly evidence. Ember, Azure, and Hollow tendencies emerge from those events. A few exceptional Anchor Deeds can become specific memories referenced by the Dregon.

For the campaign design, meaningful influence follows a real world consequence. Repeated inexpensive tasks should have diminishing weight, with account integrity and event eligibility limiting manipulation. The current prototype also reacts to token trading through Flesh, Mind, and Will [8]. How that mechanic connects to the campaign's three fires remains an explicit design decision.

The campaign design evaluates game events. It does not infer a player's private character from wallet wealth, personal information, or private conversations. An adaptive fictional intelligence does not require unrestricted generative AI or a claim of real consciousness.

The Book of Embers

The Book records qualifying deeds, founding crews, major votes, crafted works, lost settlements, and consequential rescues. Records include the event, participants, evidence, outcome, and relevant version of the world. Disputed records receive an explicit status rather than being silently rewritten.

Local realms can differ in prices, monuments, laws, and some NPC outcomes. Shared chapters use bounded convergence so future content remains producible. When storylines reconnect, the narrative acknowledges earlier differences. Player authorship means documented influence within a coherent world; it does not give any individual unlimited authority over canon.

The production test is concrete: after an important action, a player should be able to identify what changed and later find evidence that the world remembers it.

09

ASSETS AND OWNERSHIP

Artificial Dregon uses different records for creatures, items, currency, reputation, and world history. Knowing which record carries a benefit makes ownership useful: players can see what they can equip, spend, assign, transfer, or retain.

Asset or record	Role in the experience	Ownership behavior
3,333 Dregons	Personal collectible creatures with planned playable utility	Verified token ownership controls the supported creature entitlement
Earned Relics	Named items with deed history and documented effects	Item-specific use, transfer, and export rules
Ordinary inventory	Feed, materials, tools, equipment, consumables	Trade and binding rules of each item
Embermarks	Currency for markets, supplies, repairs, and services	Authoritative game-ledger balances and supported transfers
\$AD	Solana ecosystem token with eligible game integrations	Token contract rules and the terms of each integration
Renown and mastery	Personal progression, trust, and eligibility	Remain with the player who earned them
Book of Embers	Witnessed creature, item, and world history	Records retain their authorship as ownership changes

A creature that carries a history

The proposed transferable Dregon record contains its identity, appearance unlocks, creature-bound progress, and witnessed deeds. A listing must show which attached equipment is included and which remains in the seller's inventory. Personal achievements and trainer Renown stay with their earners. Used seasonal claims and pending assignments remain visible so a transfer cannot reset them.

Wallet ownership and game use

The game proves wallet control, resolves the approved collection and token, and links one supported creature entitlement. On transfer it updates both accounts. Active contracts need an explicit settlement rule before the Dregon can take another assignment. The same creature cannot simultaneously fulfill conflicting work for two owners.

Artwork and model use follow a published license. Game functionality depends on the supported release and service. These terms should be readable beside the collection details, while the main offer explains what players can do with their assets.

10

AD UTILITY AND ACCESS

\$AD is the ecosystem token on Solana. Its intended game role includes eligible purchases of Embermarks through Ashbridge, participation in supported token-connected world systems, and any separately specified ecosystem program. A player's decision to acquire it should be informed by the specific feature they plan to use.

Purchasing useful game resources

The initial Ashbridge design converts eligible \$AD payments into game-ledger Embermarks. Players use EM for supported supplies, trade, contracts, and services. The demand case comes from activities players want to complete: provisioning a journey, commissioning gear, transporting cargo, or funding a construction project. Game currency also comes from play and trade.

The full-game onboarding target lets a new player reach first market participation without payment. The current public site describes paper-mode access for \$AD holders. The eventual access threshold, any later paid access product, and geographic availability need their own release terms.

The published staking design

The official Tend the Flame page describes a separate, not-yet-deployed \$AD staking design [12]. Its published fee allocation is 50% treasury, 30% staker rewards, and 20% buy-and-burn, with 30, 90, 180, and 365 day lock tiers. It describes prelaunch Ember Score and a later in-game EM conversion whose rate is not yet published.

This is a token-staking design, with eligibility determined by that program. Owning a Dregon NFT does not by itself establish a claim on that pool. Deployment, exact weights, payout assets, funding, administrator powers, and legal terms require the program's complete release specification. This whitepaper records the published design without representing it as an operating payout system.

What creates continuing demand

Enjoyable play, useful player services, repeat customers for crafted goods, and durable community history are the foundation. A purchase gateway can support that economy when its pricing, caps, and issuance are measured. Token supply changes and staking allocations should be reported separately from gameplay participation so readers can see what each mechanism actually does.

11

ASHBRIDGE PURCHASES AND SETTLEMENT

Ashbridge is the name of the planned purchase gateway from \$AD into Embermarks. It is not, by itself, a general bridge that wraps \$AD onto another blockchain. The initial model credits game-ledger currency after a verified Solana payment and provides no reverse redemption from Embermarks.

Purchase sequence

1. An eligible player requests an Embermark quote. The interface shows the exact \$AD amount, EM received, fees, destination, expiration, and applicable limits.
2. The server binds the quote to the account, wallet, intended mint, payment route, and unique purchase identifier. It checks freshness, supported geography, and abuse limits.
3. The player authorizes the displayed transaction. Wallet connection or a login signature alone must not authorize spending.
4. The gateway verifies the actual payment, recipient, mint, amount, transaction success, and required settlement confidence. A client screenshot or claimed transaction ID is insufficient.
5. A single ledger operation credits the quoted EM and closes the purchase. Replays and retries return the same receipt without creating additional currency.
6. A receipt links the account purchase, chain transaction, quote terms, and final state. Reconciliation compares received payments with fulfilled credits.

Quoting and market integrity

The proposed rate seeks usable in-game purchasing power, not a redeemable peg. A quote states a gross EM-per-AD rate and the fee treatment. Prices should use a documented reference method, liquidity checks, and freshness limits. A thin or manipulated trading pool must not become an unrestricted currency-creation oracle.

For illustration only, a quote for 100 AD at 20 EM per AD with a 2% fee deducted from the EM result would deliver 1,960 EM. These figures are arithmetic examples, not a token price, conversion promise, or proposed launch fee. Network fees must be displayed separately when the player pays them.

Exceptions and failure handling

The proposed states are quoted, awaiting payment, observed, confirmed, credited, expired, and exception. Late payments, incorrect amounts, chain uncertainty, and service interruptions require deterministic handling. A settled on-chain transfer cannot simply be described as a failed checkout with no consequence.

Uncredited payments enter a traceable review process. Any refund uses the published policy, verifies the recipient, and creates an auditable record. A quote is never silently repriced after payment. Daily account and realm caps, stale-price checks, and reconciliation alerts can pause

new purchases while the game and existing balances continue operating.

12

THE AD LIFECYCLE AND TREASURY

An Ashbridge payment moves \$AD under a published settlement policy. Treasury receipt, operating conversion, reserve holding, time locking, liquidity provision, and a verified burn are distinct actions. The ledger and public reporting should identify which occurred.

Funding the experience

The treasury supports engineering, content, servers, security, support, and the delivery commitments attached to paid products. Budgets should reserve the cost of the first complete creature experience before expanding the collection's feature list. Reward budgets denominated in EM are tracked separately from external assets and operating cash.

The separate Tend the Flame page publishes a proposed 50% treasury, 30% stakers, and 20% buy-and-burn fee allocation [12]. Applying this split requires a complete definition of eligible fees, settlement units, conversion costs, and the deployed program. An EM-denominated market charge is not automatically a token payout or cash receipt.

Treasury records

Movement	What the record should identify
Purchase receipt	Payment asset, confirmed amount, destination, and quote
Operating conversion	Asset sold, actual proceeds, execution cost, and purpose
Reserve or restricted funds	Controller, restriction, and reconciliation
Staking pool funding	Eligible realized revenue and funded distribution
Buy-and-burn	Executed purchase, burn transaction, and supply reduction
Development expenditure	Payee category, approved purpose, and delivered work

Solana distinguishes token transfers from burns that reduce mint supply [5]. A transfer into a treasury is reported as a transfer. The timing or execution of a market purchase cannot be inferred from a target allocation.

Accountability and runway

Publish the controlled addresses, material administrator permissions, review cadence, opening balances, receipts, expenses, and closing balances. Report liquid runway against committed costs, with concentrated token inventory shown separately. Allocation and vesting tables must reconcile to verified supply at a stated snapshot. Undeployed schedules and unfunded reward pools remain design work until implemented.

13

EMBERMARKS AND MONETARY INTEGRITY

Embermarks are the settlement currency for Vethra's player markets, contracts, repairs, logistics, and civic services. They live on the authoritative game ledger and are transferable only through supported game systems. They are not represented as a claim on \$AD or a reserve of money.

Issuance, transfers, and retirement

The monetary model counts every spendable EM balance, including player, town, escrow, and other system accounts. Total EM increases when the system issues new units and decreases only when units are permanently retired. Moving an existing balance between accounts changes ownership, not supply.

Accounting identity. Closing EM equals opening EM plus newly issued EM minus permanently retired EM. The source and destination of every balance mutation must reconcile, including purchases, rewards, escrow, refunds, and administrative corrections.

Flow	Monetary treatment
Ashbridge credits newly created EM	Issuance
A new system-funded quest reward	Issuance
A player funds a contract from an existing balance	Transfer into escrow
Contract completion pays a worker	Transfer from escrow
Market tax paid into a town treasury	Transfer until those funds are retired
A repair charge explicitly removed from circulation	Currency retirement
A consumed crafting material	Item sink rather than a currency sink

This distinction prevents the economy from double-counting player trade as money creation or calling every fee a permanent sink. Town spending can return previously collected fees to circulation.

A worked example

Suppose the realm opens with 1,000,000 EM. Verified purchases issue 40,000 EM and budgeted gameplay rewards issue 60,000 EM. Repairs and other designated retirement mechanisms remove 75,000 EM. The closing supply is 1,025,000 EM. Player trade of 300,000 EM and town taxes of 10,000 EM do not change that total if those balances merely move between accounts. These are illustrative quantities, not a launch forecast.

Stewardship

The operator monitors an essential-goods basket, median playtime to afford it, net issuance, true retirement, velocity, profession margins, and concentration. Controls can adjust future reward budgets, high-end service costs, purchase caps, and transparent emergency supply.

Changes should be gradual, logged, and evaluated by player cohort. Protecting beginner access takes priority over preserving a target token conversion volume. Essential travel, repair, and starter tools must remain attainable through ordinary play. No numerical inflation target is adopted until simulations and observed player behavior support one.

MARKETS PROFESSIONS AND ECONOMIC FAIRNESS

Vethra's economy depends on useful specialization. Twelve profession targets cover farming, mining, living resources, memory craft, energy, salvage, airship construction, forging, alchemy, cartography, architecture, and transport. Their outputs enter shared production chains rather than separate minigames.

A complete chain of value

A Stormcatcher produces capacitors in Voltspire. An architect in Emberheart posts a funded order for a transit gate. Couriers collect the cargo, choose a route, and hire protection. Damage creates demand for a Forgemaster's replacement parts. Delivery releases escrow to the agreed parties. The completed gate consumes energy through use, creating further demand for supply and maintenance.

Every participant earns through a contribution to the game economy. These earnings are in-game value; the model does not promise conversion into personal income or a guaranteed return on tools, plots, or materials.

Market design

Local markets display unit price, total price, fees, item condition, collection location, and delivery obligations. Public price discovery can support regional comparison without eliminating the physical journey. Orders reserve the necessary goods or currency so the same asset cannot satisfy multiple conflicting commitments.

Delivery contracts define acceptance, deadlines, evidence of completion, permitted cargo risk, and the release of escrow. Optional cargo-risk systems require clear funded-reserve rules before use; they are not an assurance that every loss will be reimbursed.

Town fees have published ceilings and notice periods. The existing canon proposes market-tax bounds of 0% to 3% and craft-service-tax bounds of 0% to 2%. These are design limits subject to economy testing, not a statement of fees currently charged. The interface must show the total applicable cost before commitment.

Fairness as a measurable requirement

Bots, coordinated hoarding, self-trading, and collusive orders can distort both prices and world events. Controls should combine account progression, behavioral review, rate limits, suspicious-flow quarantine, and appeal paths. A suspicious account need not force a realm-wide shutdown when its assets and transactions can be isolated safely.

Dregon ownership can support specialized activities while the wider game offers worthwhile combat, trade, and progression. Compare completion time, resource access, and competitive outcomes across spending cohorts. Use mastery requirements, bounded loadouts, and economy adjustments when a paid shortcut undermines the intended play.

Housing use-rights include upkeep and inactivity provisions so inactive owners cannot permanently close off settlement space. Scarcity should create memorable identity and choices while preserving access to the materials and services required to play.

15

THE COLLECTION OF 3333 DREGONS

The primary collection contains 3,333 Dregons, issued once. Each is intended to become an individual creature in Vethra with a persistent identity and a growing history. The announced split is 3,000 presale units and 333 reserved, counted inside the same collection cap.

The creature experience

Owners raise and feed their Dregon, equip it with supported gear, fly into appropriate battles, and assign it to guard in-game gold as those systems are delivered. The expansion designs add Bond Quests, reward-bearing expeditions, player-funded service contracts, lair customization, and seasons. Sections 16 to 19 describe the activity, reward, and ownership rule for each.

A useful creature creates decisions: which supplies to buy, which technique to develop, which contract to accept, which route to fly, and which achievement to pursue. Its appeal should be visible in the game and understandable in the collection page. A growing history provides a reason to care about this particular Dregon.

Presale and mint delivery

The advertised price is 0.005 ETH per Dregon allocation on Robinhood Chain, chain ID 4663. The presale is open; mint and reveal dates are unannounced. Payments are final under the current published terms. Delivery goes to the wallet that paid, one Dregon per full 0.005 ETH, with allocation and payment records reconciled before minting [8][13].

Before minting, publish the verified contract, cap enforcement, reserved supply, allocation records, mint authorization, metadata controls, license, administrative powers, and delivery procedure. The presale payment address and final NFT contract have different roles and must be labeled accordingly.

Ownership with lasting state

The proposed Dregon record retains its creature-bound progress and history when transferred. The receiving owner gains its supported use; the prior owner retains personal trainer achievements. Equipped items, consumed claims, active service commitments, and any temporary assignment must be visible before a trade.

The primary cap includes reserved units and is not replenished after burns. New quests, equipment, lair decorations, and seasons can enrich the existing creatures without increasing that primary supply. The content roadmap is the route to expanding usefulness.

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BOND QUESTS AND CREATURE PROGRESSION

Expansion proposal. Bond Quests turn ownership into a sequence of playable milestones. A verified owner links a Dregon, completes authored activities with it, receives a visible reward, and develops a creature that remembers those experiences. These quests extend the established raise, feed, and equip targets.

A first complete progression arc

Milestone	Activity	Proposed reward
First Trust	Feed the Dregon and complete a short cooperative training encounter	Bond record and a first appearance choice
Forged Together	Gather inputs and commission a piece of creature equipment	Equipment use unlock and a witnessed crafter entry
First Flight	Complete an authored aerial course and return safely	Flight handling technique and a visible wing marking
The Watch Kept	Fulfill a qualifying guard assignment	Guard specialization progress and the contract reward
A Name Remembered	Finish a multi-part creature story with a consequential choice	A title, lair display, and a permanent chronicle entry

Growth with useful choices

Creature techniques can specialize handling, cargo service, guard behavior, or encounter actions. An owner chooses a loadout suited to the activity. Unlocks require demonstrated use; equipment comes from supported crafting and trading. Rarity determines identity and presentation rather than automatically granting superior numerical stats.

Milestone unlocks belong to the creature when identified as creature-bound. Trainer achievements remain personal. One-time milestone rewards are keyed to the creature and milestone, so selling the Dregon cannot mint the same reward again. Repeatable quests have separate reward budgets and visible cooldowns.

Claim and recovery rules

The server records ownership eligibility at assignment and checks it again at reward settlement. If ownership changes during a quest, the run pauses for reconciliation instead of paying twice. A failed or abandoned run keeps already-earned history while applying its published material and recovery rules.

The first production target is one complete arc with a usable reward, readable progression, persistent state, and a transfer preview. Owners should see their next meaningful step without needing to consult the whitepaper.

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AERIAL EXPEDITIONS AND LOOT

Expansion proposal. Dregon-led expeditions give flight a purpose beyond travel. Owners prepare their creature, select an encounter, assemble a party, and return with materials or equipment progress that supports the next expedition.

Three encounter designs

Expedition	Core play	Proposed reward package
Glassroot Canopy Run	Navigate living roots and retrieve a fragile payload	Feed reagents, alchemy inputs, and bond progress
Skychain Salvage	Fly between broken platforms while allies secure cargo	Equipment blueprint fragments and salvage materials
Emberwatch Relief	Carry supplies into a settlement during a ward defense	Budgeted EM or a funded contract payment, plus a deed record

Each encounter publishes its reward package, eligibility, difficulty, preparation costs, and failure rules before departure. Item rolls and thresholds belong to the encounter's release configuration. This edition does not assign untested drop probabilities or monetary values.

Owners and guests

The owner supplies and pilots the active Dregon. Other players contribute through scouting, defense, repair, and objective work. Individual participation rewards are assigned by the encounter; the Dregon receives its creature-bound progress. This creates a reason for owners to organize groups while giving guests worthwhile roles.

A repeatable reward economy

System-funded EM rewards consume an explicit realm budget. Player-funded relief work pays from existing escrow. Materials have uses in feed, repairs, crafting, and creature customization. Blueprint fragments unlock recipes under published rules rather than multiplying the primary Dregon supply.

The proposed first release applies account-level reward limits and one active creature assignment at a time. It monitors completion time, preparation costs, net EM issuance, materials entering markets, and repeat participation. A reward is successful when players want to use it and return for another run.

18

GUARD AND COURIER CONTRACTS

Expansion proposal. Dregons can perform useful work for other players. A customer funds a contract in Embermarks; an eligible owner accepts it; the game verifies the task; escrow releases the agreed payment. The fee comes from the customer who wanted the service.

Hoardwatch guard work

A customer specifies a supported in-game location, assets at risk, duration, success conditions, and reward. The owner assigns a qualified Dregon and any required supplies. The release must define the actual threat and intervention the creature can handle. Completion earns the posted EM fee and eligible guard progress.

Guarding protects the assets and scenarios the contract names. Loss, interruption, and recovery rules are shown before acceptance. A time-based assignment earns only when its verified service conditions are satisfied; mere token possession does not accrue a balance.

Skycastle deliveries

A courier contract names the cargo, route, deadline, recipient, risk, and reward. Cargo enters a canonical transfer state. Delivery proof releases the customer's escrow to the agreed participants. Difficult routes can support higher customer bids because of their time, capacity, or risk requirements, with prices set by actual orders.

Settlement example

An illustrative customer escrows 120 EM for a guard task. If the posted service fee is 6 EM, successful settlement pays the owner 114 EM. If feed and repair cost 20 EM, the owner's net in-game gain is 94 EM. These quantities explain the accounting; they are not launch prices or an earnings forecast.

Contract integrity

The system reserves the assignment, blocks conflicting use, records completion once, and releases or returns escrow under explicit rules. Self-funded circular contracts cannot farm system bonuses. A token transfer cannot duplicate the assignment or strand a customer's funds. Disputes use the server's event record and a published appeal process.

The first release should prove one short guard contract and one delivery route with funded payment, failure handling, and a usable receipt. Later guild delegation is a separate proposal: permission to perform a bounded task, with revocation and settlement rules, while token ownership remains with the owner.

19

LAIRS SEASONS AND RETURNING REWARDS

Expansion proposal. A lair gives each Dregon's progress a visible home. Seasons add new objectives and rewards to the existing collection. Both systems should make the creature more expressive and the world more memorable through play.

The personal lair

Owners furnish a creature-linked space with crafted displays, earned trophies, banners, lighting, and story objects. A completed expedition might add a salvage display; a kept guard contract might add a service crest; an important Bond Quest might change the lair's appearance. Guest visits give players a reason to show what they have accomplished.

Lair appearance unlocks can be creature-bound, while consumable furnishings and independently owned items retain their own inventory rules. A transfer preview lists what moves with the Dregon. The proposed lair is a creature feature, not a claim over unlimited public settlement land.

Seasonal play

Track	Qualifying contribution	Proposed rewards
Wayfinder	Explore and complete rotating expedition objectives	Route-themed markings and cartographic displays
Hearthguard	Fulfill eligible protection and relief work	Guard banners, titles, and creature presentation unlocks
Artificer	Supply verified creature equipment or provisioning orders	Craft signatures, recipe progress, and lair furnishings
Chronicler	Complete witnessed story and cooperative milestones	Chronicle pages, profile scenes, and named recognition

Season rules publish the calendar, eligible actions, progress caps, reward catalogue, and carry-forward behavior before entry. A player can keep lasting earned appearance and history even when the next season begins. The proposed design favors achievable milestone rewards alongside separate competitive recognition.

Challenges with funded prizes

Optional future skill events can offer a pre-funded prize pool with published eligibility, scoring, tie rules, and settlement. Any external-asset prize requires a separately funded and approved event specification. Routine seasons can operate with items, EM budgets, and recognition.

Community goals can unlock a shared lair theme or chronicle event when a realm completes meaningful work. Individual rewards still depend on eligible participation. The collection gains new experiences through content rather than repeated expansion of the 3,333 cap.

TRADING AND ECONOMIC OPPORTUNITY

Players gain value by obtaining useful rewards, saving resources, selling supported goods, and performing work other players want. The expanded Dregon design gives owners several ways to participate: equip a creature, lead expeditions, supply materials, fulfill contracts, and develop an asset with a recorded history.

In game activity

Activity	Source of the reward	What the player receives
Complete a budgeted quest or expedition	The game's disclosed reward budget	Items, materials, EM, or progression
Provide guard or courier service	Another player's funded escrow	The agreed EM fee after charges
Sell crafted goods or supported loot	A buying player	EM under the market's settlement rules
Train and customize a Dregon	Completed play and consumed inputs	Creature-bound unlocks and history

Embermarks purchase supported goods and services within Vethra. The initial Ashbridge runs from \$AD into EM, with no reverse redemption. Service fees are therefore in-game earnings with in-game purchasing power.

Collectible sales

An owner can seek a buyer for a transferable Dregon or eligible exported Relic through supported external arrangements. The sale concerns the token and its disclosed rights and state. A buyer may care about identity, appearance, supported use, or the history attached to a particular asset.

Sale proceeds come from that buyer. Net proceeds deduct seller-paid network costs, marketplace charges, and applicable royalties; profit also accounts for acquisition and attributable expenses. Demand and realized prices depend on actual counterparties. Firstborn and other bound items retain their published transfer limits.

Why the economic loop can matter

A creature needs provisions, gear, and repairs. Expeditions produce useful inputs. Customers fund work that saves them time or solves a problem. Crafters and couriers serve that demand. Each link creates a reason to return when the underlying activity is enjoyable and the reward is useful. Development should prove those transactions with real player behavior before assigning forecasts to them.

21

RELICS AND THE HISTORY OF OBJECTS

Relics connect a useful game object to the deed that created it. Their record can include the maker, encounter, witnesses, serial, and subsequent ownership. The existing catalogue gives them named effects; the deed system provides five specific witnessed issuance routes [10][11].

Tier and item	Qualifying deed	Transfer rule
Cinder The Unspent Charge	Present for a Stage Clear	Transferable category
Brand Ashglass Lens	Top-ten feeder in the session a stage broke	Transferable category
Heartscale The Wall That Held	Survive an Apex Ravening with no ward fallen	Transferable category
Wardsoul Cold Arithmetic	Hold Favoured standing through a Reflection	Transferable category
Firstborn Firstborn Scale	First Ascension on a Hearth under the qualifying vigil rule	Soulbound one per Hearth

A reward that players can understand

The player-facing record should explain what happened, why the player qualified, what the item does, and how to use it. The catalogue also defines Contrarian Coal, Kennel Whistle, and Ember of the Second Dawn; their exact acquisition and effect activation must be verified for the relevant release. Rarity follows deed requirements rather than an assumed market price.

Export and return

The source describes an export lifecycle and provenance journal, with exports disabled pending integration and release. The intended rule seals the in-game item when its NFT representation is active. Returning it requires verified burning of that representation before the game item unlocks. A single canonical record prevents duplicate use and duplicate sale.

The proposed export fee and contract choice must be published with the release. An export failure reconciles the item and any fee before another attempt. Metadata records the actual deed and supported mechanical effect. Firstborn remains non-transferable through export.

Continuing history

An eligible transfer carries the item and its supported rights. The creator's credit and deed remain in the history, while the new owner can add another chapter. Character mastery and personal Renown stay with the player who earned them. This lets a world object travel without erasing the people who made it meaningful.

22

SOLANA ROBINHOOD CHAIN AND ONE GAME ACCOUNT

The architecture separates the token's network from the collectible network. \$AD remains on Solana. The collection of 3,333 Dregons and eligible relic NFTs target Robinhood Chain. The game account connects these roles through independently verified ownership and payments.

The reason for two networks

The product rationale is continuity for the Solana token and an Ethereum-compatible environment for collectible contracts. This is an architecture choice, not evidence that either network guarantees more demand or better investment outcomes. Supporting two networks also adds wallet, gas, monitoring, recovery, and support complexity that the project must justify through a working user experience.

Robinhood's current documentation describes Robinhood Chain as an Arbitrum Layer 2 using ETH for gas. It lists mainnet chain ID 4663 and testnet chain ID 46630 [2]. Its support documentation distinguishes the chain from the main brokerage and crypto accounts [3]. Deployment on the chain does not establish a listing in the Robinhood app, a partnership, or endorsement.

Integration without mandatory asset migration

A player can prove control of a Solana address for an eligible payment and an EVM address for a collectible. Each proof is bound to the game domain, account, chain, purpose, unique nonce, and expiration. The service verifies signatures independently and prevents replay or unauthorized account linking.

The backend reads the allowlisted mint or contract rather than trusting a token name or image. It records ownership checkpoints and refreshes entitlements after transfers. A new collectible sale must not let the former and current owners reuse the same benefit indefinitely. A published grace interval can handle temporary indexer delays without creating permanent duplicate claims.

This initial architecture does not require a wrapped \$AD token or a trustless Solana-to-Robinhood bridge. It relies on the game operator to reconcile payments and enforce game entitlements. Any later asset bridge is a separate security project with explicit custody, validator, finality, replay, recovery, and audit requirements.

Lore framing

The same world can carry different forms of record: a circulating ember supports exchange, a Dregon identity gives the flame a recognizable form, and a relic preserves what happened to an object. This framing connects the assets narratively. It does not change their technical boundaries or imply that a collectible and the token share the same contract.

The release registry must distinguish mainnet assets, test assets, and unsupported imitations. A testnet demonstration does not establish a production collectible or a monetary entitlement.

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TECHNICAL ARCHITECTURE AND SECURITY

The target architecture uses server authority for balances, inventory, combat-critical outcomes, crafting, markets, and persistent world changes. The client presents the world and submits actions; it cannot declare that a payment settled, mint its own reward, or write authoritative ownership records.

Service responsibilities

Component	Responsibility	Failure boundary
Account and identity	Sessions, account recovery, and wallet proofs	Revoke sessions without rewriting assets
Game simulation	Validated actions, encounters, and world rules	Isolate affected realm or feature
Economy ledger	Balances, inventory, escrow, and atomic trades	Preserve invariants and reconciliation
Ashbridge service	Quotes, payment observation, and fulfillment	Pause new purchases independently
Ownership service	Allowlisted NFT reads and entitlements	Stop new claims when evidence is stale
Chronicle service	Provenance and Book of Embers records	Preserve evidence and correction history
Operations console	Monitoring, support, and scoped interventions	Role limits and recorded approvals

Required invariants

Every economic action has a unique identifier. Trade settlement moves the item and currency atomically. Escrow cannot be released twice. Balances cannot become negative through concurrent requests. A finalized payment can produce at most one purchase credit. Each tokenized item maps to a single canonical representation and only the allowed active entitlement.

Ledger entries retain source, destination, cause, actor, timestamp, and rule version. Corrections use traceable compensating entries. Backup and restore procedures must recover a consistent relationship between the ledger, game state, observed chain events, and issued entitlements.

Abuse and administrative controls

Use least-privilege service access, protected signing keys, rate limits, separated environments, and reviewable administrative actions. Requests to sign into the game must remain distinct from requests to approve token spending. The official interface should never require a seed phrase or private key.

Threat review covers replayed payments, forged events, wrong-mint deposits, duplicate minting, stale ownership, price manipulation, account theft, market collusion, and compromised administrators. Incidents should pause the smallest affected capability that preserves accounting integrity. A compromised purchase gateway need not stop unrelated exploration or the existing player economy.

Independent review, adversarial tests, incident drills, and verified contracts are release requirements for value-bearing integrations. This paper does not assert a completed audit, a particular security certification, or immunity from loss. Public audit claims must identify scope, version, date, reviewer, findings, and remediation status.

PRODUCTION QUALITY AND TECHNICAL DIRECTION

The intended presentation combines ancient material weight with an artificial intelligence expressed through the world. Obsidian stone and forged metal carry the physical setting. Molten gold expresses will and craft; electric cyan expresses memory and cognition. Controlled orange marks fire and danger. These choices should support readable gameplay rather than overwhelm it.

The production foundation

The world bible sets an Unreal Engine 5 direction for the full-realm target, including world streaming, authored data layers, scalable lighting, structured abilities, reactive audio, and authoritative persistence [1]. That is an implementation direction, not a claim that the currently available project build has completed an engine migration or supports every target platform.

The client and backend should separate authored content from mutable state. A repaired road, lost NPC, or town upgrade becomes a versioned world fact. Presentation derives from that fact; it does not depend on a local cinematic successfully finishing. Asset references, save migrations, and content dependencies require validation in the release pipeline.

Character animation and asset quality

Important characters need consistent skeletons, correct scale and orientation, usable collision, reliable locomotion, readable attack timing, and tested transitions. The Dregon's silhouette, materials, motion, audio, and world reactions should express its current form. Visual ambition becomes meaningful only when it survives traversal, combat, crowded scenes, and extended play.

Asset acceptance includes missing references, texture and geometry budgets, animation retargeting, clipping, foot placement, effects visibility, collision, and licensing records. Cinematics should not conceal defects in the playable version of an environment or creature.

Audio, accessibility, and performance

Edrik's narration uses an original elder chronicler identity with emotional range and intelligible delivery. Reactive music and environmental sound communicate changes in towns, weather, and the Dregon. Subtitles, remapping, text scaling, motion settings, and non-audio indicators make important information available through more than one channel.

The release plan must name supported hardware and publish measured frame pacing, memory, loading, network, and concurrency results. A graphics preset is not a platform guarantee. Large maps, crowds, and effects scale only after the core experience works within those budgets.

Bounded AI use

Generative tools may assist production or vary permitted dialogue inside authored facts. They may not independently change balances, create ownership rights, award quest completion, or overwrite canon. Persistent output requires validation. Adaptive world behavior should be

described through what it measurably does, without promising consciousness or unlimited autonomous content.

BUSINESS MODEL AND DELIVERY FUNDING

Artificial Dregon should fund the experience that players are buying and returning to use. The immediate commercial offer is the Dregon presale allocation. Its delivery priorities are a reconciled mint, clear ownership rights, and the first complete creature experience.

Revenue source	Customer value	Development implication
Dregon presale	A place in the fixed creature collection	Fund delivery and the initial supported creature loop
Eligible Ashbridge purchases	Optional currency for supported game uses	Maintain pricing, settlement, and issuance controls
Personalization products	Creature or player expression	Publish the product, delivery state, and price
Supported transaction services	Useful trade or contract settlement	Disclose fees and measure the service provided
Optional future chapters	Authored playable content	Scope and fund a chapter before offering it

Reward funding

Player-funded service fees use existing EM. System rewards consume a planned issuance or item budget. Seasonal external prizes, if introduced, require a funded event pool. Token-staking distributions follow their separately published program. These sources are tracked independently so marketing can explain where the reward comes from.

A deliverable sequence

Reserve capacity for ownership linking, a Bond Quest, equipment, an expedition, and a guard contract before committing to a broad season or delegation program. Show completion through playable demonstrations and release records. Content and engineering can then expand the same collection through meaningful additional uses.

Blehckchain is the public developer identity. Operating terms should identify the legal operator, support route, accountable production lead, and treasury controller. Financial reporting should separate sale receipts, processing costs, committed delivery work, ongoing service cost, and available runway.

Growth should be measured through retained players, completed reward loops, satisfied customers, and repeat voluntary use. Presale conversion is useful commercial information; the strongest continuing sales argument is a creature experience that owners can show other people.

COMMUNITY GOVERNANCE AND GROWTH

The Flamekeepers participate by playing, building, teaching, documenting, creating, and helping the world evolve. The strongest community stories come from events that actually happened: a town saved, a route opened, a relic recovered, or a major choice that permanently changed a settlement.

Three different kinds of authority

Game operations remain the responsibility of the operator, including security, balance, service availability, and commercial obligations. In-world civic authority derives from residency, earned contribution, and eligible participation. Community signaling can inform priorities without becoming a binding financial or corporate vote.

\$AD and collectible holdings do not multiply civic votes. Funding a town project earns disclosed recognition and a contribution record, not ownership of the town's laws. The project should avoid using DAO terminology unless actual decision rights, treasury powers, membership rules, and implementation controls are specified.

Town governance

The canon includes roles for stewards, treasurers, marshals, builders, archivists, and residents. Budgets, proposed taxes, public works, and emergency powers need visible rules. Steward terms are bounded and recallable. Treasury execution requires appropriate separation of duties. Emergency authority expires rather than becoming permanent through inaction.

Anti-abuse controls must account for multiple accounts, collusion, and purchased access to eligibility. An appeal process protects legitimate players from erroneous exclusion. A chronicle should preserve disagreement and corrections so governance history remains useful.

Proposed growth program

Begin with playable invitations tied to a specific experience, such as the first caravan, a reconstruction event, or an expedition with a visible result. Publish short clips of authentic play and development progress. Clearly identify concepts, staged cinematics, and prototype footage when their status could otherwise mislead viewers.

Creator programs can support guides, lore interpretations, art, and player reports under explicit media permissions. Disclose paid promotions and material commercial relationships. Community rewards should be bounded, attributable to useful work, and resistant to spam farming. Referral activity is evaluated through retained players and useful participation rather than raw signups.

The project can turn qualifying events into artifacts worth sharing: a page in the Book of Embers, an item's provenance record, or a documented before-and-after view of a settlement. Obtain consent before associating public wallet identities or personal details with those stories.

Moderation should distinguish criticism from abuse and speculation from official announcements. Official contract information, release status, support routes, and changes to economic rules need a single maintained source so community enthusiasm does not become contradictory product terms.

DELIVERY ROADMAP

The roadmap begins with the existing prototype, presale, and reward definitions. It adds complete usable loops in a sequence that can be demonstrated. Dates follow funded production plans and successful release checks.

Milestone 1 Ownership and a visible reward

Reconcile presale allocations and publish the mint package. Implement wallet proof, approved collection recognition, account linking, and a persistent creature record. Deliver one Bond Quest that grants a visible, usable reward. Verify that a transfer updates both owners and preserves consumed claims.

Milestone 2 A creature that plays

Complete raising, provisioning, equipment, readable movement, and an authored flight encounter. Deliver one aerial expedition with a published reward package. The owner and a guest should each understand their role, complete the encounter, claim their reward, and use it afterward.

Milestone 3 A creature that performs useful work

Deliver one Hoardwatch guard contract and one Skyroute delivery contract. A customer escrows EM, an owner accepts, the game proves completion, and the payment settles once. Demonstrate abandonment, interruption, transfer, and dispute behavior as part of the same milestone.

Milestone 4 Rewards and ownership across the world

Verify each released Relic's acquisition and effect. Complete export integration and recovery before opening eligible NFT exports. Launch the first lair progression and a bounded season with its reward catalogue published in advance. Introduce guild assignments only after permission and settlement controls are proven.

Milestone 5 Expand Vethra

Extend the connected world, professions, routes, factions, settlement systems, and central Dregon campaign. New zones should add reasons to travel, cooperate, trade, and use a creature. Preserve player and item history through migrations and measure whether the new content improves return play.

Publish the proof

Each milestone should have an identifiable build, eligibility rules, playable evidence, known issues, and a clear live or planned status. A useful release demonstration shows the whole sequence from ownership or qualification to reward use. Marketing can then lead with the completed experience and link to the next one in development.

MEASUREMENT AND RELEASE ACCEPTANCE

The project measures whether the experience delivers what its ownership and reward pages describe. The key questions are whether players can complete useful work, obtain the stated reward, use it, and return voluntarily.

Area	Measurement
Ownership activation	Successful wallet links, time to first creature interaction
First reward	Bond Quest completion and time to a usable reward
Repeat play	Day 1 Day 7 and Day 30 return by owner and guest cohort
Creature utility	Expedition starts, completions, loadout variety, and repeat use
Service demand	Funded contracts, completion rate, repeat customers, disputes
Reward usefulness	Equip or spend rate, abandoned rewards, progression choices
Economic health	EM issuance, retirement, material demand, and service margins
Fairness	Outcomes by skill, tenure, spending, and ownership cohort
Ownership integrity	Duplicate claims, stale entitlements, interrupted transfers
Delivery and business	Support burden, stable sessions, delivery cost, liquid runway

Required release demonstrations

- A verified owner completes a Bond Quest, claims once, equips the reward, and retains it after reconnecting.
- An owner and guest finish an expedition and receive the distinct rewards described before entry.
- A funded guard or delivery contract settles correctly on success, failure, interruption, and retry.
- Selling a Dregon preserves creature history and claim limits while removing prior ownership-dependent access.
- A released Relic is obtainable and its stated effect works in the supported encounter.
- An interrupted export reconciles to one usable item or NFT representation.

- A new player reaches first market participation through supported onboarding.

The team should record the tested build, hardware, environment, population, and unresolved defects. Reward amounts, capacity limits, drop probabilities, and performance targets belong to the version tested. A page may describe a design early; the live label follows evidence that the complete player journey works.

PARTICIPATION TERMS AND RISK

Artificial Dregon is in development. The presale currently reserves an allocation in the 3,333 Dregon collection. Creature gameplay, proposed expansions, and eligible NFT export are delivered through separate milestones. Buyers should review the current feature status, delivery terms, and license before purchasing.

Purchase and ownership terms

The published presale price is 0.005 ETH per allocation plus network gas. Payments are final, with delivery to the paying wallet when the collection mints. Mint and reveal dates are unannounced. The collection contract, administration, metadata rights, media license, and delivery procedure must be published before mint delivery.

A Dregon carries the supported creature rights and state defined for the release. Personal Renown and trainer achievements remain with their earners. A token can remain on-chain after a game feature or service becomes unavailable. The license determines how associated art, names, and models may be used.

Reward and trading terms

Gameplay rewards follow the activity's eligibility, budget, claim, and transfer rules. EM is an in-game currency; the initial Ashbridge does not redeem it for external assets. A collectible sale depends on an actual buyer and its costs. Prices, liquidity, earnings, and continued demand are uncertain.

The separate published \$AD staking design requires its own deployment and program terms. NFT ownership alone grants no equity or automatic entitlement to a staking pool. Any future external reward event needs explicit funding, eligibility, and settlement rules.

Material risks

Development can be delayed, changed, or cancelled. Contract or account failures can expose assets. Network interruptions can delay settlement and ownership updates. Incorrect on-chain transfers can be irreversible. Features and geographic eligibility can change, and taxes depend on circumstances.

The operator should maintain incident reporting, account recovery, purchase exception handling, and accessible support. Changes to supply, fees, rights, benefits, or administrator powers need dated notice. Operational and legal terms should be reviewed for the jurisdictions served. This section collects the material limitations so the product pages can explain benefits clearly without obscuring conditions.

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CURRENT RELEASE FACTS

This register records the official site's published terms and the source status reviewed for this edition on 29 September 2026. Published status is distinct from an independent end-to-end runtime test.

Field	Published fact or current status
Project and world	Artificial Dregon by Blehckchain in Vethra
Official website	https://artificialdregon.com/
Community	The Flamekeepers
\$AD network	Solana
Primary collection	3,333 Dregons total with 3,000 presale and 333 reserved
Presale	Open at 0.005 ETH per allocation plus gas
Payment and delivery	Payments final and delivery to the wallet that paid
Collection network	Robinhood Chain mainnet chain ID 4663
Mint and reveal	Dates unannounced and final collection contract unpublished
Current game access	Official site advertises holder-access paper-mode pre-pre-alpha
Creature gameplay	Development targets; new holder expansions proposed in this edition
Relics	Catalogue and deed logic documented; NFT export disabled
Staking	Separate published \$AD design; official page says undeployed

Published Solana \$AD mint

37zZn387FcBNF4JqyMP7AtwNJ4MskYMKSVsMc4fqpump

Next disclosures

The next release package needs the verified collection contract and controls, delivery reconciliation, license, supported creature state, item transfer rules, reward budgets, and tested feature availability. Access thresholds, final Ashbridge terms, staking program details, and any external event payouts belong to their own specifications.

The official mint page is the current transaction reference. This document does not add a payment destination or replace the page's payment instructions. Material changes should update the dated release register and the relevant product page together.

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GLOSSARY

Term	Meaning
Artificial Dregon	Project name and the central being in its fiction
Dregon collection	The separate fixed set of 3,333 collectible creatures
\$AD	External ecosystem token on Solana
Ashbridge	Initial one-way gateway from eligible \$AD payments to EM
Embermarks or EM	Currency on the authoritative game ledger
Bond Quest	Proposed owner-and-creature progression activity
Hoardwatch	Proposed funded in-game Dregon guard service
Skyroute	Proposed funded Dregon courier service
Lair	Proposed creature-linked space for earned customization
Relic	Named deed-linked item with supported effects and ownership rules
Firstborn	One-per-Hearth Ascension Relic with a soulbound rule
Book of Embers	Chronicle of qualifying deeds objects and world history
Renown	Personal standing earned through play and contribution
Spark	Account-bound support for basic onboarding
Hearth	A local world context for the Dregon and its witnessed events
Vethra	The world of Artificial Dregon
Flamekeepers	The community and players who carry its history
Escrow	Reserved funds released under a contract's settlement rules
Creature-bound	A state or unlock defined to travel with its Dregon
Trainer-bound	A personal achievement retained by its earner
Entitlement	A supported benefit derived from verified eligibility
Provenance	The record of an object's origin deeds and ownership
Idempotency	A retry produces no duplicate economic effect

An established target is intended behavior already in the project direction. An expansion proposal is a new design requiring adoption and implementation. A published fact is an attributed current statement. A live feature is one supported by the released build and its stated

eligibility rules.

REFERENCES AND EDITION RECORD

Project foundation

[1] Blehckchain. World Lore and Living Economy Bible version 1.0, 31 August 2026. Foundation for Vethra, professions, settlement, and the living economy. Owner direction through 29 September 2026 adds creature ownership and a stronger rewards offer.

[8] Official project site. <https://artificialdregon.com/>

[10] Project Relic catalogue. <packages/site/src/lore/relics.ts>. Eight named effects and acquisition tiers. Catalogue definitions are distinguished from verified runtime effects.

[11] Project deed and export specification. <docs/RELICS.md> and <packages/shared/src/loot.ts>. Five witnessed item mappings, provenance, binding, and export lifecycle. Repository source reviewed 29 September 2026.

[12] Tend the Flame. <https://artificialdregon.com/stake/> Published staking design and undeployed status reviewed 29 September 2026.

[13] Official Dregon presale. <https://artificialdregon.com/mint/> Supply split, price, payment basis, and delivery status reviewed 29 September 2026.

Technical references retained from version 1

[2] Robinhood Chain connectivity. <https://docs.robinhood.com/chain/connecting/>

[3] Robinhood Chain overview.
<https://robinhood.com/us/en/support/articles/robinhood-chain-testnet/>

[4] Solana token documentation. <https://solana.com/docs/tokens>

[5] Solana burn operations. <https://solana.com/docs/tokens/basics/burn-tokens>

[6] ERC-721. <https://eips.ethereum.org/EIPS/eip-721>

[7] ERC-1155. <https://eips.ethereum.org/EIPS/eip-1155>

[9] Published mint reference.
<https://solscan.io/token/37zZn387FcBNF4JqyMP7AtwNJ4MskYMKSVsMc4fqpump>

Edition history

Issued 29 September 2026 by Blehckchain. Replaces version 1.0 for the project narrative and design specification. Adds an ownership offer, the named reward catalogue, seven holder expansion designs, reward sourcing, transfer rules, and delivery acceptance criteria. Records the published staking design separately from NFT benefits. Presale price, primary supply, and payment basis remain as published. New proposals do not themselves activate game features or alter deployed contracts.