



Land of Cult

WHERE DARKNESS MEETS DESTINY

Whitepaper

LORE

The Deep, a continent veiled in darkness that harbors the realms of Gloomhaven and the Wastelands. This mysterious land is home to many more cities and races, each with its own unique history and struggles. From the eerie forests of Havenwood, to the bustling port city of Coraline, The Deep is a diverse and dynamic place filled with both wonders and horrors, each with their own unique tales and secrets waiting to be discovered.

As you journey through this foreboding continent, you may encounter strange creatures such as the elusive Merfolk or the powerful Dragonkin. Each race has their own distinct culture and customs, adding depth and diversity to The Deep.

But be warned, for every beautiful city and enchanting race, there are also treacherous beasts lurking in the shadows. From the terrifying Kraken that roams the depths of the sea, to the me

Game Development Reserve: 35%roiless Orcs that ravage the land, the danger is never far away.

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As you delve deeper into The Deep, you will uncover ancient ruins and artifacts that hold immense power and knowledge. But beware, for these treasures often come with a heavy price. Dark magic and curses may befall those who dare to disturb the resting places of the forgotten.

And yet, amidst all the darkness and uncertainty, there is still a glimmer of hope. Legends speak of a powerful artifact hidden within the depths of The Deep, capable of bringing balance and light to this cursed land. But whether it is truth or mere fantasy remains to be seen.

Within the Deep a mirage of safety shrouds the air, beckoning you with false promises. A city, whose essence is steeped in desolation and shattered aspirations, reveals itself as an abyss of forlorn dreams. Engage in harrowing quests, braving the unfathomable depths of the atrocities that thrive within this wretched expanse, as you navigate the hollow echoes of this abhorrent realm.



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The city of Gloomhaven, a place that is both alluring and foreboding, sits at the heart of The Deep. It is a place where hope goes to die, and dreams are crushed into dust. Yet despite its desolate nature, many have come here seeking refuge from the darkness that plagues the land.

But what they find instead is an endless maze of perilous quests and treacherous trials. Gloomhaven is not a city for the faint of heart, nor is it a place for those who seek an easy way out.

Its winding streets are lined with abandoned buildings, their walls stained with the blood of those who have dared to venture into its depths. The air is thick with the stench of decay and the distant echoes of moans and wails can be heard from within the darkness.



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But amidst all the chaos and despair, there is a glimmer of hope that shines through. A small group of brave adventurers, known as The Heroes of Gloomhaven, have made it their mission to push back against the darkness that plagues this city. Led by their fearless leader, the enigmatic and powerful Cragheart, they navigate through the labyrinthine streets of Gloomhaven, facing unimaginable horrors and overcoming impossible odds.

Their bravery and determination have inspired many to join their cause, and together they have managed to keep the city from being consumed by the darkness that surrounds it.

But as long as The Deep exists, Gloomhaven will always be in danger. For beyond its walls lie the Wastelands, a desolate wasteland filled with creatures of unimaginable power and malevolence.

A desolate realm where the hollow echoes of lost dreams resound, and the depths of despair are unfathomable. Decaying ruins and barren landscapes stretch afar. The silence is deafening, broken only by the occasional howl of the wind, whispering tales of despair. A place where time stands still, and the past lingers in every corner.

The Wastelands are a place where even the bravest of adventurers fear to tread, for it is said that once you enter, you can never leave. The few who have managed to return speak of horrors beyond comprehension and a darkness that seeps into your very soul.



INTRODUCTION

Land of Cult introduces a game like no other, immersing you within the depths of The Deep, a continent that will convey the stories of all the players within to experience the quests, stories, and developments of each other.

A new mmo-rpg where you will be able to find new treasures, complete quests, fight with friends, and so on.

The story develops within The Deep, in this initial phase will include the cities of Gloomhaven and the Wastelands.

Each area will have its benefits and difficulties, providing different opportunities and challenges to everyone.



GAMEPLAY

A third-person view will accompany you through your adventures within the Land of Cult. Inside the realms you will be able to:



CONQUER QUESTS:

Engage in challenging quests, unravel mysteries, and battle against the lurking horrors that dwell within



UNVEIL SECRETS

Explore the decaying ruins, solve intricate puzzles, and unlock hidden secrets in atmospheric mini-games



MASTER DUELS:

Engage in thrilling duels with formidable adversaries, testing your strategic prowess and unleashing powerful abilities

Your character will be able to use weapons, apply potions, get extra powers and gain additional stats to overcome their capabilities.

THE SHADOWBORN NFT COLLECTION

To be able to play the game and enjoy the full experience you'll be required to get a character, each NFT character will work as your personal key to enter the game and as your store-of-value within it.

The NFT will have your personalized setting, inventory, in-game items, and so on.

Different characters will have different stats, and each one will have a different role within the game that will become beneficial for multiple scenarios.



THE LAND

Gloomhaven and Wastelands, as the two initial cities implemented in Land Of Cult, will include spaces that will be for sale, this places will allow you to participate in internal e-commerce of item trading, create duel arenas and receive a fee of the charges for each duel, provided a save point for a user who wants to make sure all their progress won't be affected, and so on.

There will be a limited amount of Land available regarding Gloomhaven and Wastelands, nonetheless, we are expanding the horizons of Land of Cult with the next cities that will be experienced by the users.



OUR TOKEN: LoC

LoC is the main currency of the Land Of Cult, specifically The Deep. It will help you with in-game commerce, buying crates, getting new items for your inventory, and many more.

The main utility of LoC is the participation in the sales for the NFT and Land Collections. 25% of all the proceedings will be divided through all the LoC stakers.

TICKER: \$LoC

TOTAL SUPPLY: 1,000,000,000 LoC

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TAX: 3% / 3% BUY/ SALE

It will support Rewards for players in a sustainable way.

TOKENOMICS:

Private Sale: 15%

Public Sale: 15%

Team: 15%

Liquidity: 20%

Game Development Reserve: 35%

