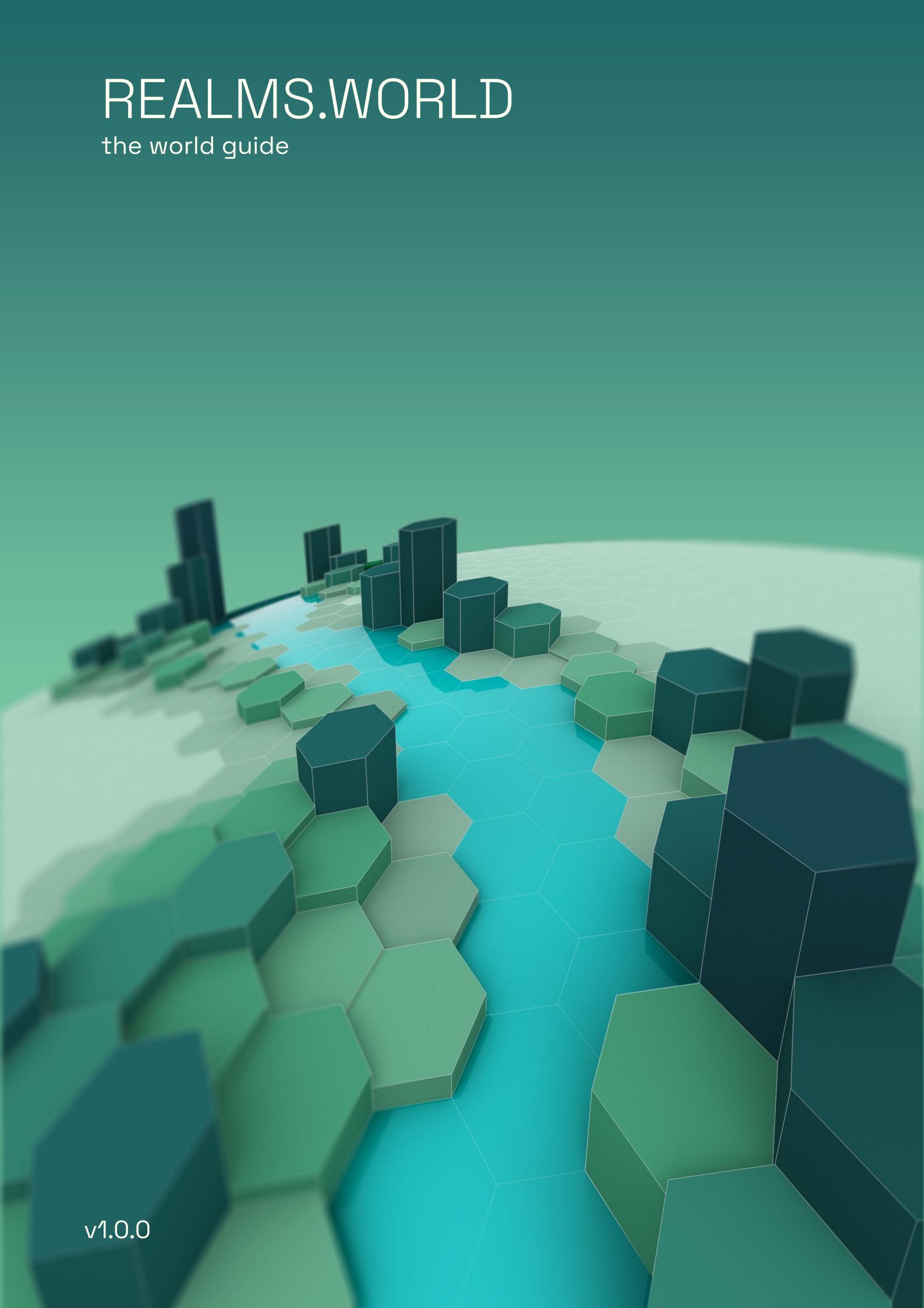
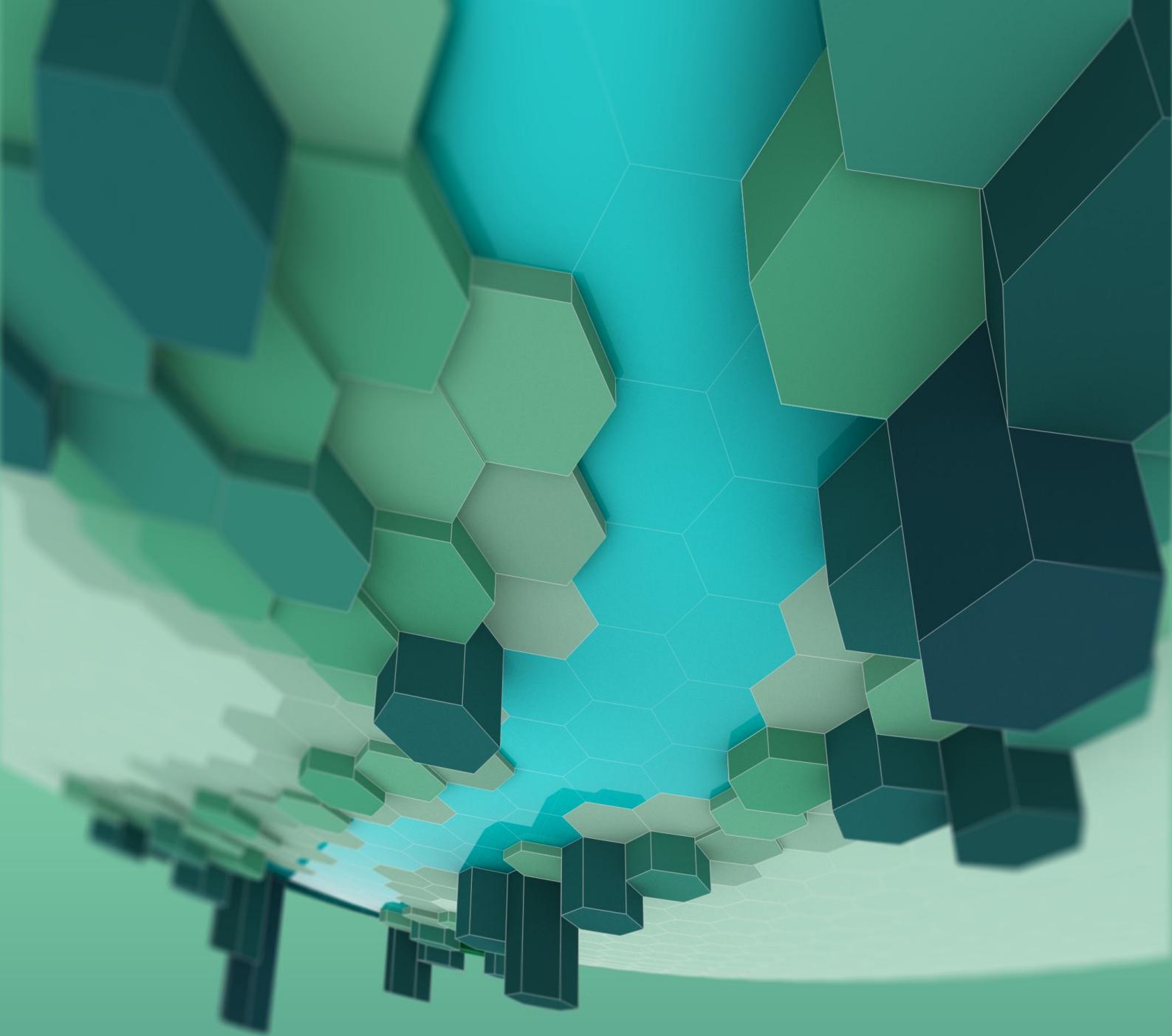


# REALMS.WORLD

the world guide

The background features a stylized 3D globe with a hexagonal grid pattern. The continents are represented by green and blue hexagons of varying sizes, creating a topographical effect. In the upper left quadrant, there is a cluster of dark blue rectangular buildings of different heights, resembling a city skyline. The globe is set against a light blue gradient background.

v1.0.0



Great games transcend pixels and polygons—they forge worlds that live rent-free in our minds, shaping our thoughts, binding communities, and bleeding into reality.

Until now, these worlds could only achieve immortality through the fragile vessel of player memories, their permanence as fleeting as human recollection.

What we present here is not a white paper, but what we have built and plan to ship.

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This document provides information about Realms World and Eternum, which are MIT open source products. The content herein is for informational purposes only and does not constitute financial, legal, or investment advice.

PART 1

**GAME WORLD  
NETWORKS**

# NETWORK STANDARDS

Network standards form the invisible substrate of our digital world. From TCP/IP\* enabling global information transmission to blockchain protocols facilitating value transfer, each layer of standards unlocks new possibilities.

As we ascend the network stack, we continue building standards that accelerate adoption and enable more complex interactions. These standards become ubiquitous, acting as the fundamental and omnipresent laws governing these networks.

## The primordial soup

Ethereum introduced a profound network shift by creating a global, programmable value layer. The original verifiable world it, formed an immutable foundation on which to build new types of applications, establishing a layer of “digital physics”\*.

The Ethereum Virtual Machine laid down a new set of “physical” laws for digital assets and interactions. ERC standards built on this foundation, defining common interfaces for digital objects like tokens (ERC-20\*) and NFTS (ERC-721\*).

## Higher level physics

Blockchains, like the internet before them, evolve beyond their initial protocols. They move beyond tokens, entering composite layers that form higher fidelity digital worlds. Smart contracts act as functional primitives, defining these worlds digital physics. Built on the blockchain’s robust, fault-tolerant, and censorship-resistant nature, they offer a canvas for complex digital interactions.

This new paradigm dissolves traditional boundaries. Developers, players, and creators merge into a single, fluid identity. Collective actions shape the blockspace, fusing finance and entertainment into an unexplored frontier. These worlds stand as immutable yet boundless creations, their evolution guided by the entire community, not just their originators.

## Gardens without walls

Traditional digital worlds like app markets and metaverses restrict creators in walled gardens, distinguishing between first and third-party developers. These new digital worlds break this paradigm. Here, creators adhere only to the world's established physics, operating in an open sandbox. Every builder becomes a first-party creator with equal access to the world's capabilities.

This democratization of creation, free from arbitrary limitations, unlocks innovation and levels the digital playing field; a pure idea meritocracy with no limits.

In these unconstrained worlds, human creativity spawns diverse experiences—games, social platforms, economies, and art. As builders shape this digital landscape, it reaches a critical mass, achieving "escape velocity" and evolving into a self-sustaining ecosystem.

Digital societies naturally form within this tapestry, developing unique cultures and governance structures. The result is a living, breathing civilization built on interconnected experiences - we already see this in the original digital world Ethereum.

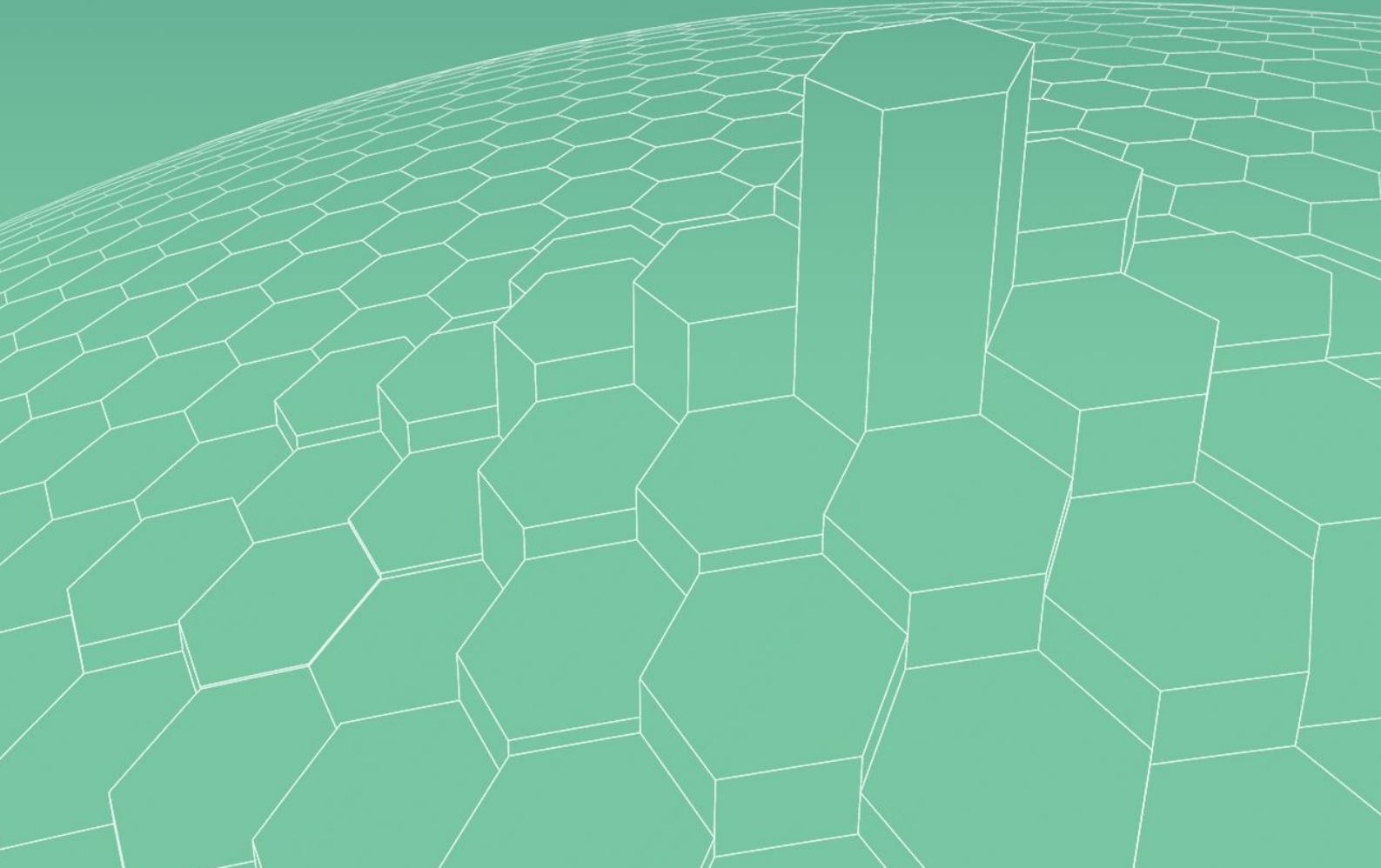
## Digital societies

This evolution, from basic network standards to complex digital societies, represents a new frontier in human interaction and creativity.

What we describe here is what we are attempting to build: a foundational layer for which to establish a digital society.

This document outlines our architecture for this world, from the standards it lays out to the initial game deployed, Eternum.

# NETWORKED LAYERS IN NEW GAME WORLDS



# TWO LAYERED WORLD

Realms World can be conceptualized in two layers: a public layer and a core layer. Under the hood these two layers are built using dojo\* and are defined by namespaces\*, whilst these contracts exist on Starknet\* mainnet.

In the **public layer**, developers can build without asking for permission. This is an networked sandbox; game seasons, mods, tokens exist here. Developers can choose how they want players to interact with their game or service.

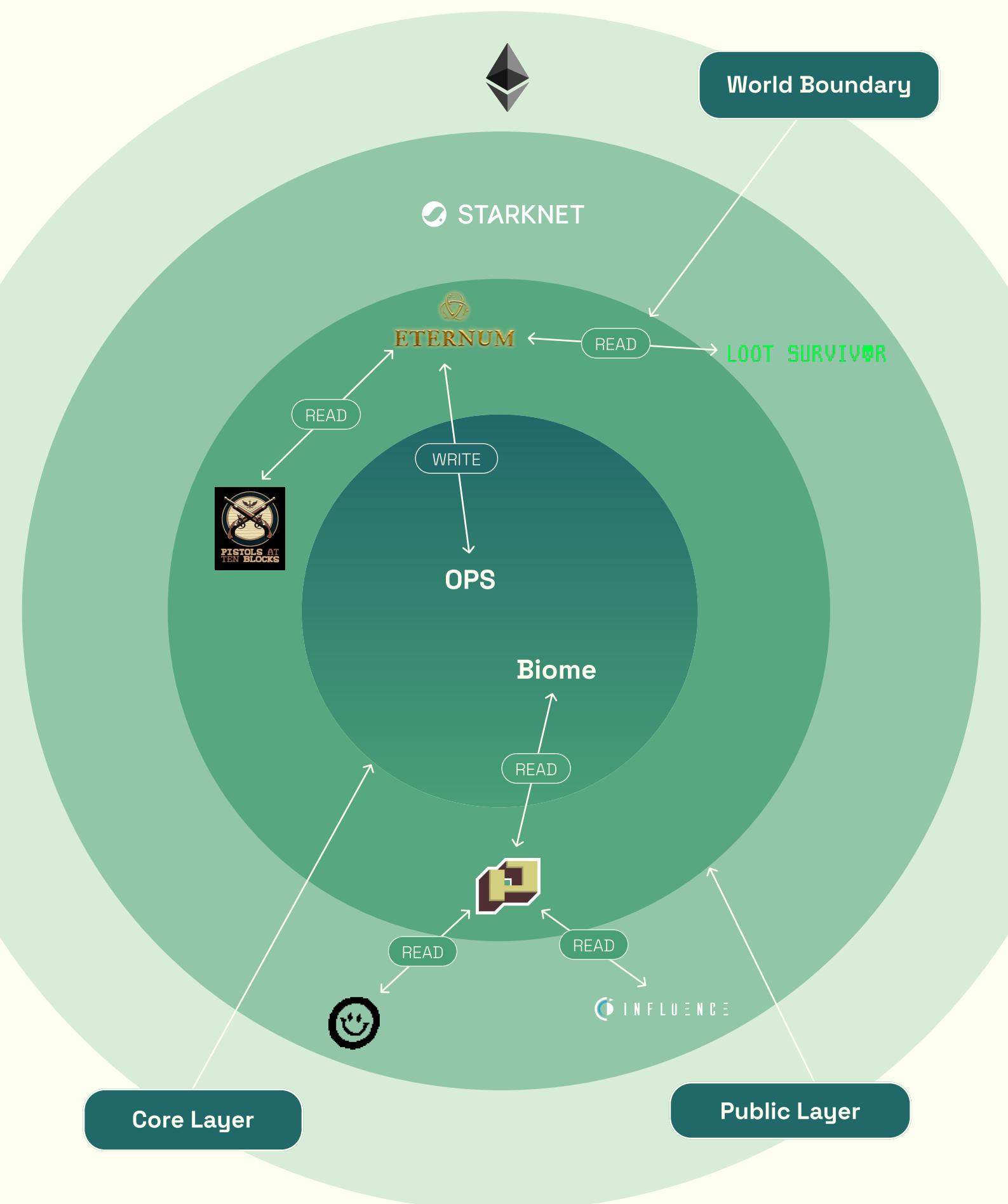
The **core layer** acts more like hard bedrock. It contains global functions and information which the public layer can use and interact with; however, once a system exists in the core, it can only be changed via governance. This is the hard “digital physics” of the world.

This layered architecture, with its combination of flexibility and stability, has implications for both developers and users. Developers can choose their level of integration, from deep embedding to light interaction, based on their business needs. Similarly, client applications (web or mobile) can display the entire world or focus on specific segments, offering differing user experiences.



**PUBLIC WORLD LAYER**  
games, mods, functions,  
tokens all exist here

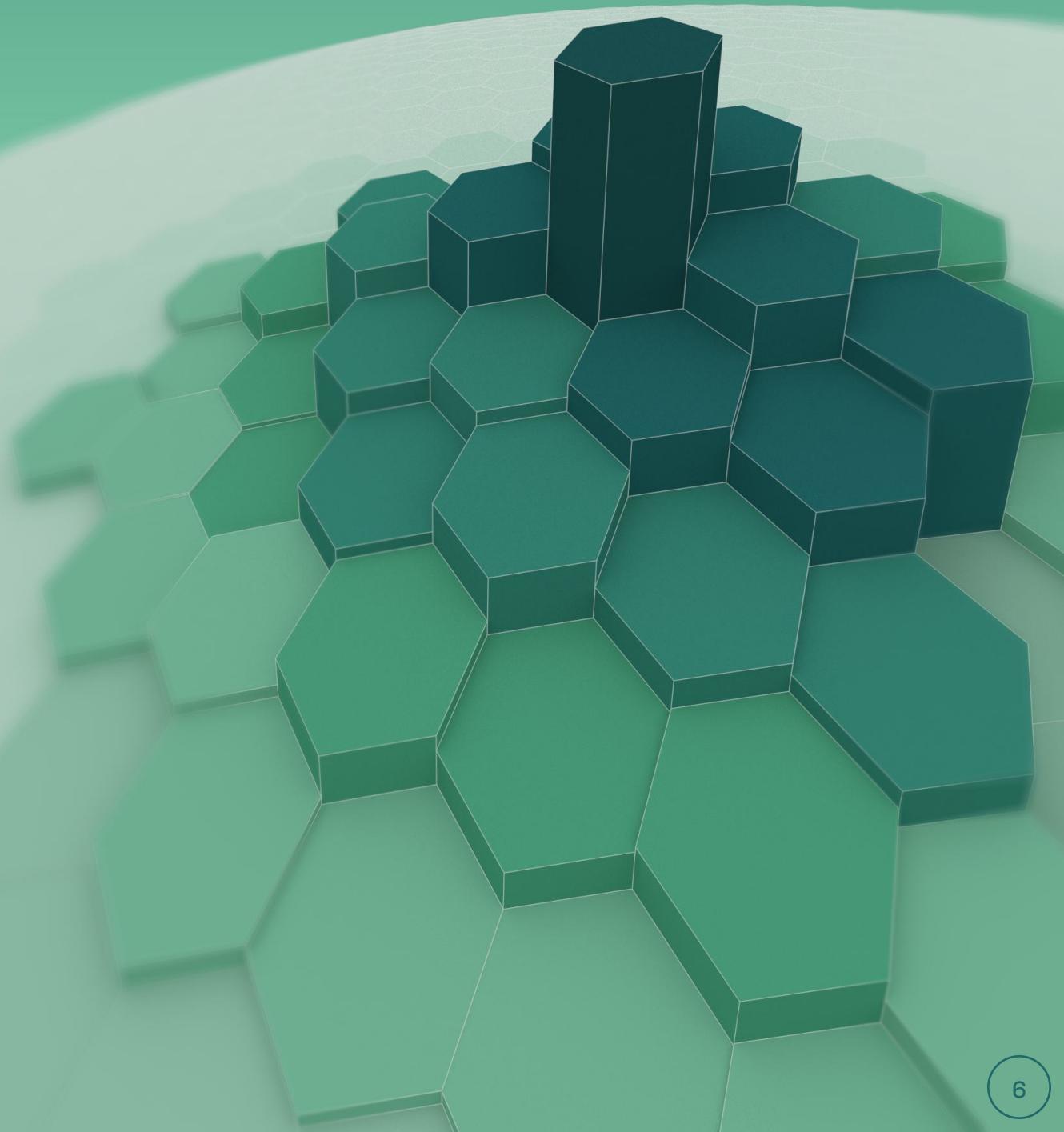
**CORE WORLD LAYER**  
global level functions,  
tokens exist here



Other games that exist within the Realms World network.

# CORE WORLD LAYER

The Core layer exists as the bedrock of the world. A layer of context that exists outside of individual games.



## **Foundational bedrock**

The core layer, forms the world's bedrock. It balances stability with measured adaptability through:

- 1. Ownerless Contracts:** Ensuring no single entity has unilateral control.
- 2. Governance-Driven Modifications:** Changes to this layer can only occur only through democratic voting.
- 3. Standardization for Composability:** Common information is standardized, fostering consistency across games.

Developers are able to deploy into this layer freely, however, once deployed they become immutable and ownership is revoked.

This foundation provides a stable yet flexible base for diverse, interoperable experiences.

### **OPS - Onchain Positioning System**

A state system that maintains the location of entities within he world via a 3d [x,y,z] structure.

This system exists outside of any specific game, allowing any game to utilise it.

# PUBLIC WORLD LAYER

This layer is where games exist. It's an open sandbox freely to be developed on.

**Eternum exists in this layer.**

## Player Experiences

The public layer serves as an open sandbox for development:

- 1. Open Development:** Developers can freely deploy anything on this layer with any level of permissions
- 2. Flexible Integration:** Games can either inherit Core layer functions or implement their own
- 3. Interoperability:** Games in this layer can instantly reference and compose with each other, fostering a rich, interconnected environment

This encourages collaboration within the ecosystem, allowing developers to build upon existing systems or create entirely new experiences.

### Eternum

Eternum exists at this layer and is the first complex game deployed into the public layer of the Realms World.

Eternum is an encapsulated world and establishes the first contracts in the Core Layer, while also implementing its own game logic in the Public Layer.

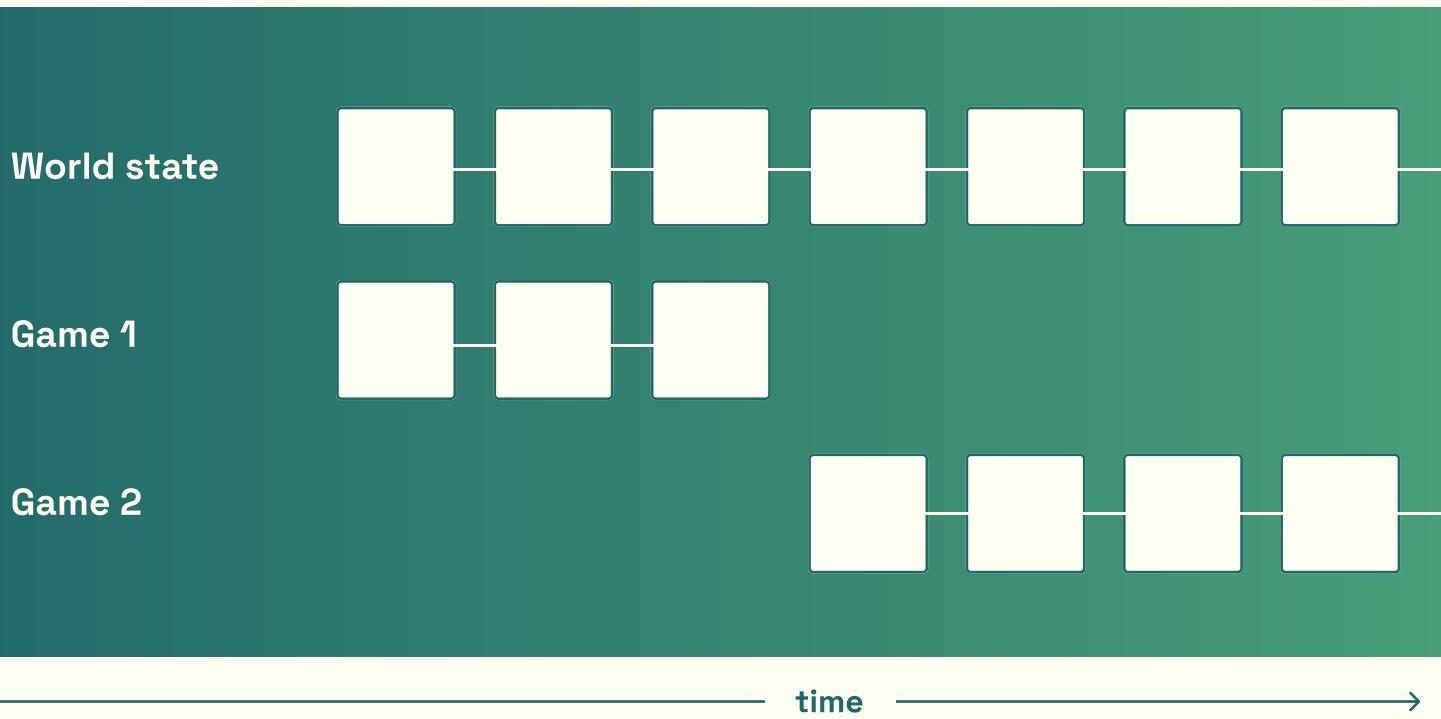
Read about Eternum later in this paper.

# EPHEMERAL & PERSISTENT STATE

The dual-layer structure of the world enables games like Eternum and services to operate in both transient and enduring states.

A persistent global context constantly exists, potentially hosting elements like leaderboards or resources. Simultaneously, temporary, season-like games can be introduced.

The following illustration demonstrates a permanent world state that continues across multiple rounds, contrasted with seasonal contexts that are active only for the duration of their respective game periods.

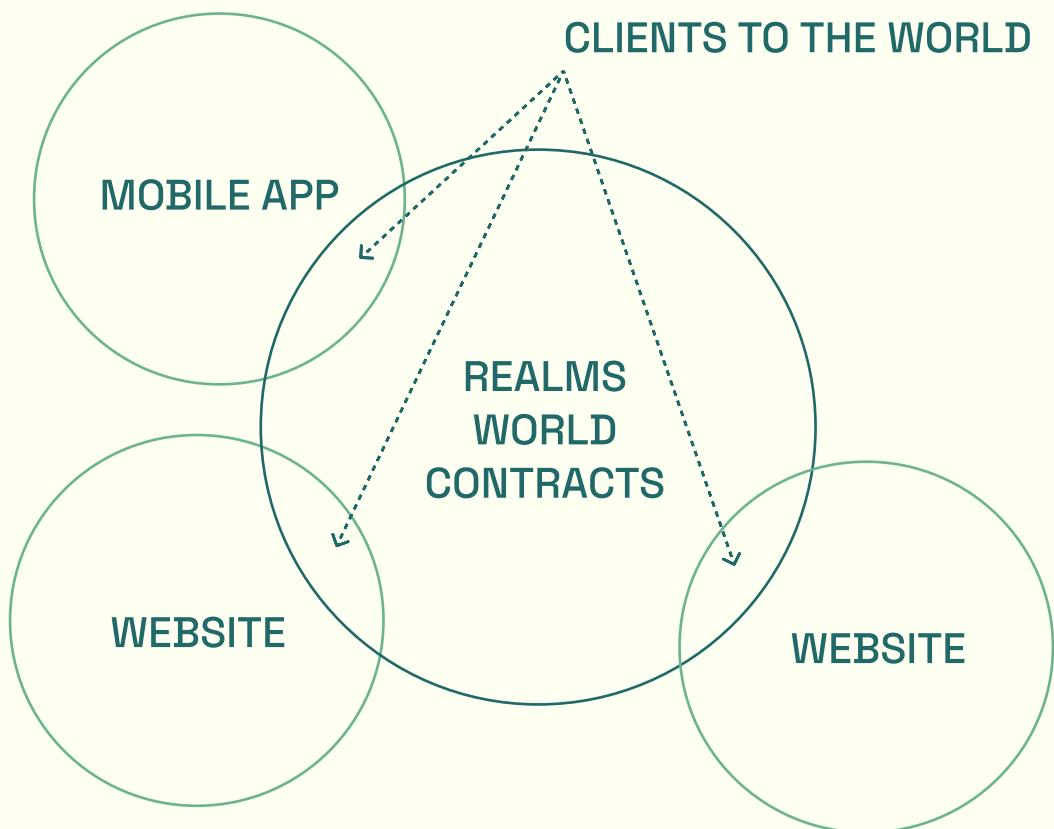


Blocks represent the game state. When one game session ends, the world state continues to persist, maintaining continuity.

# WORLD ECONOMICS

# A POSITIVE SUM WORLD

A principle in blockchain interactions is the separation between smart contracts and user interfaces. This separation allows for a clear distinction between the immutable, trustless logic residing on the blockchain and the various ways users can interact with that logic. In this diagram, we represent the Realms World contracts at the center, surrounded by the interfaces that interact with them. The interfaces exist outside of the core world, looking in and providing access, but they are not required for the world's existence.



## CLIENTS AS \$LORDS FAUCETS

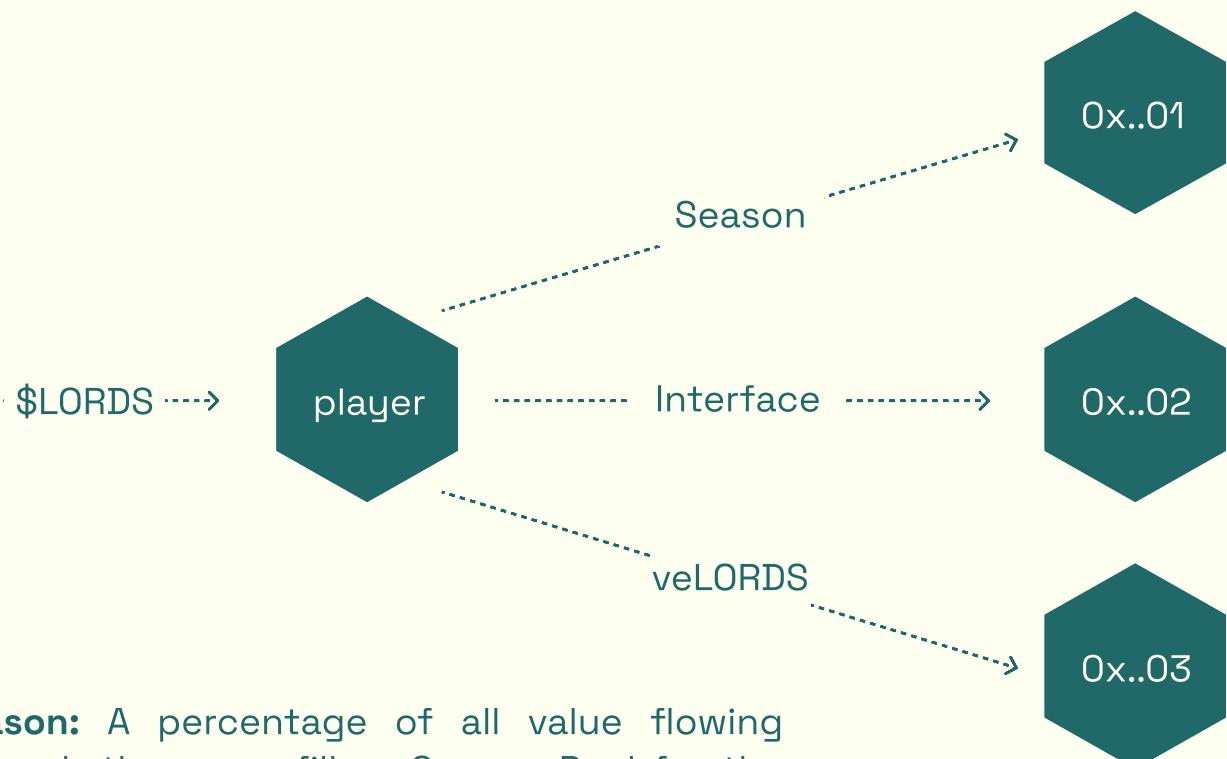
The separation between Realms World's core contracts and user interfaces is fundamental. Diverse interfaces, from web to mobile applications, provide unique access points to the world. This architecture fosters innovation in user experience while building resilience into the network through client diversity.

# WORLD VALUE FLOW

When players interact with Realms World, they utilize \$LORDS, the native currency, through various interfaces. Starknet's extremely low transaction costs, typically less than a cent, enable a new model of value flow.

As players engage with the world, \$LORDS flow through Clients, distributing value to the creators and other key entities within the ecosystem.

Below is an example of a 3 way split, which is how Eternum splits the funds it generates in Season 0. The cost to split these payments is negligible to the value they transmits, which could in some cases be less than \$1.



**Season:** A percentage of all value flowing through the game fills a Season Pool for the winners.

**Interface:** Developers are able to build unique interfaces to capture value.

**veLORDS:** LORDS tokens flow into the veLORDS pool, building liquidity and incentivizing governance.

# WORLD BUILDERS

## Game Developers

- Deploy games leveraging existing or new systems
- Define custom economic models or adopt Core layer pay systems

## Contract Developers

- Deploy systems or games into the world.
- Earn fees based on their creations' success.

## Client Developers

- Create frontend interfaces with customizable fee structures.
- Improve UX to potentially capture fees from player interactions

## veLORDS Holders

- Receive a portion of world transaction fees
- Adjust fee allocation percentages
- Direct funds to support new initiatives

## BibliothecaDAO

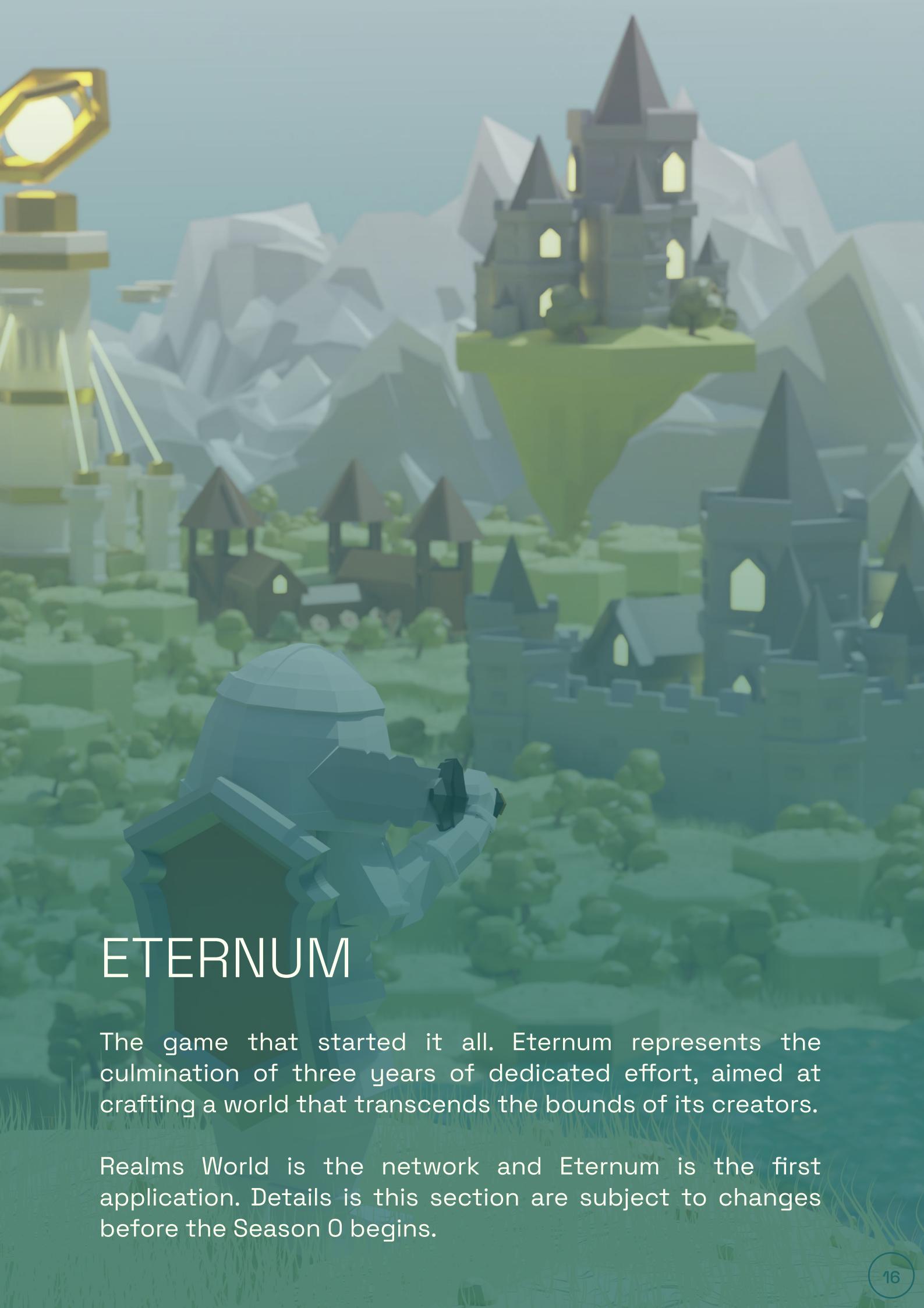
- Acts as the social capital and distribution layer of the world

## Players

- Play in games like Eternum and shape its direction through their actions.
- Through their activity, define the GDP of the world, shaping development focus.

# PART 2

# ETERNUM



# ETERNUM

The game that started it all. Eternum represents the culmination of three years of dedicated effort, aimed at crafting a world that transcends the bounds of its creators.

Realms World is the network and Eternum is the first application. Details in this section are subject to changes before the Season 0 begins.

# REALMS

Realms (For Adventurers), the first Loot derivative, comprises 8000 generative maps with unique metadata of resources and traits, serving as a foundation for building worlds. From inception, Eternum was envisioned as a fully onchain game leveraging Realms' resources and metadata, aiming to create a singular onchain world where all of Loot could exist.

Eternum represents a significant step towards this vision, offering a complex onchain game and platform for onchain experiences.

Realm owners gain entry into each Season of Eternum, becoming Lords of their onchain kingdoms.



This game stands apart: it's CCO, MIT licensed, and free to build upon and serves as a benchmark for what's achievable onchain.

# GAME & PLATFORM

Eternum has been designed to be a foundational game for Realms World. It will freely evolve and grow as the game and world age. Think of it as a living, breathing digital ecosystem, constantly inviting endless exploration. It's both a game and an open platform.

## **Eternum as a Game**

A unique, high-stakes game played over seasons. Players can pursue total victory or freely explore their own path, unconstrained by predetermined objectives.

In Eternum, players forge alliances across an infinite hexagonal procedurally generated map during fully onchain, immutable seasons. They build resource stockpiles, train troops, trade, and strategically cooperate or deceive to achieve victory in this world of diplomacy, resource management, and tactical decision-making.

Entry is via a Season ticket minted off the original Loot Realms NFTs. Using \$LORDS, players trade in a free market within the world and on Starknet to gain competitive advantages. The open nature of the design allows players to extend the game world and introduce their own features if they choose.

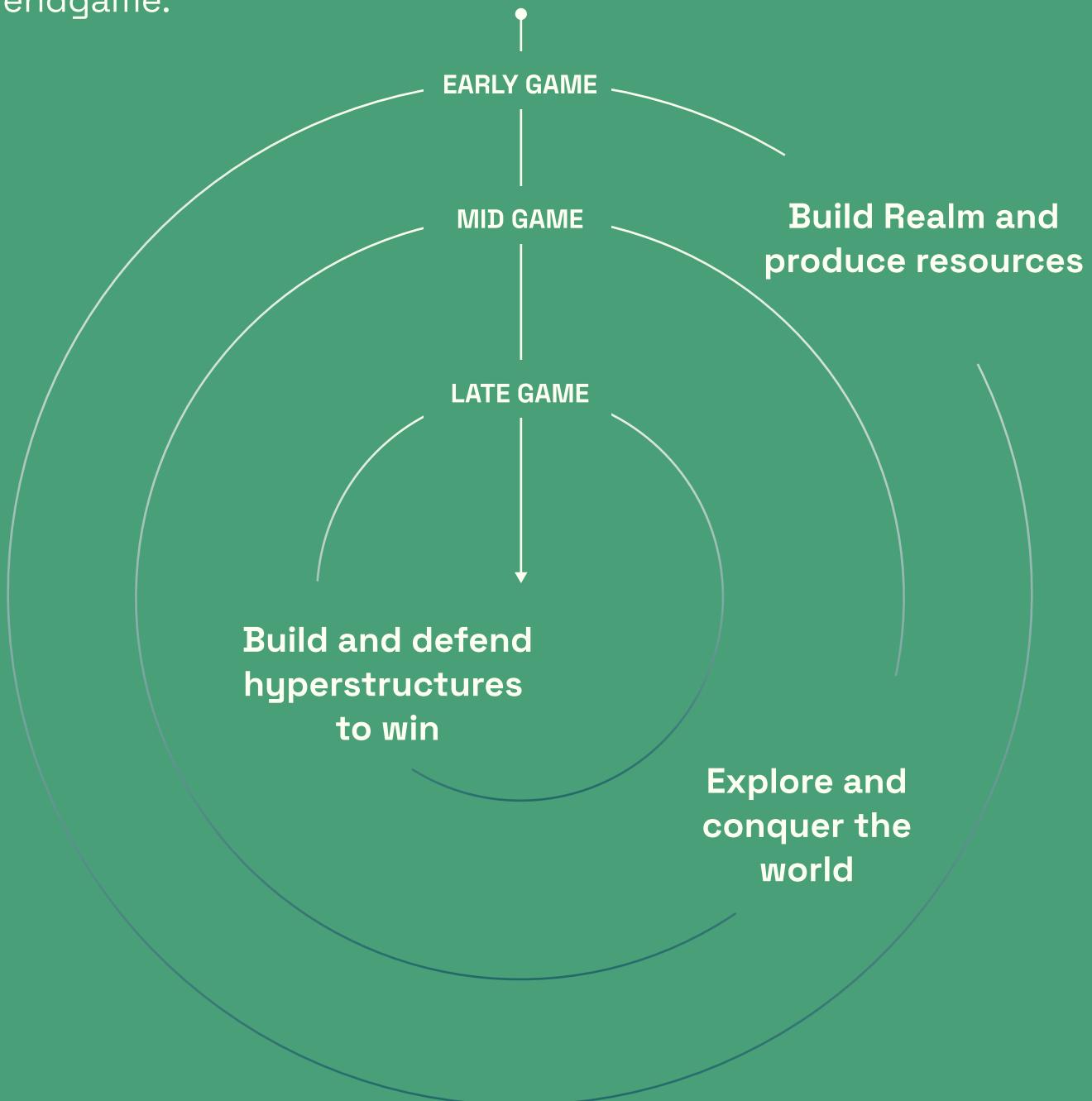
## **Eternum as a Platform**

Eternum lays a robust scaffold on which to build higher-level structures and games. It establishes key functional systems in the Core layer while introducing fungible resources, serving as a foundation for future development and expansion.

# GAMELOOP

Starting with a Realm or two, players expand, trade, raid, and conquer in their quest for supremacy. Whether as a trader, raider, or conqueror, each player charts their own path to victory in this dynamic, open-ended world.

Eternum's gameplay evolves from establishing and developing Realms in the early game, through expanding influence and forging alliances in the mid-game, culminating in epic battles for control of hyperstructures in the endgame.



# ENTRY

**Free Entry:** Realm holders receive entry into each new Season when it opens via a tokenized entry ticket. If the holder chooses not to play the Season, they can sell or transfer these tokens to willing players.

**Continuous Free Play:** As long as a player owns a Realm, they can participate in the Season. However, \$LORDS are required for the market.

**Takeover Mechanic:** Within a Season, a Realm can be conquered by another player. This results in the previous owner loosing control of that Realm.

**Loss of Gameplay Rights:** If a Realm is taken over, the original owner loses the ability to play with that Realm for the remainder of the current Season.

**Renewal of Rights:** The original Realm owner regains their gameplay rights at the beginning of the next Season, regardless of any takeovers in previous rounds.

## PLAYING AS A NON-REALM HOLDER

Non-Realm holders have an opportunity to participate in the game through Synthetic Realms. These are round-specific Realms that can be discovered during gameplay. Upon discovery, a \$LORDS auction commences, allowing players to bid on these temporary Realms.

The fees generated from these auctions are distributed according to the fee system. Synthetic Realms cease to exist once a round concludes, offering a low-cost competitive pathway for entirely new players to engage in the game.

Future versions may bring auctions at the start of the round for synthetic Realms.

# SEASONS

Eternum utilizes Seasons to maintain fresh and exciting metagame, which is uniquely enabled by the two layer architecture described earlier.

Seasons operate under distinct sets of rules and logic, while maintaining some persistent elements (eg resources) across seasons.

## How to win a Season

A Season concludes with a predefined end state, at which point the game terminates and further actions are prohibited. Each Season provides an opportunity for both core and community developers to introduce new economic, social and military systems.

Between Seasons, a brief cooldown period of several weeks allows for:

1. Implementation of new features
2. Patching identified issues
3. Preparing for the upcoming Season

Seasons enables developers to fork the game, creating parallel versions which opens possibilities like:

1. Low-cost variants of the world
2. Versions with modified physics or rules
3. Experimental gameplay modes



# WINNING

Winning in Eternum is subject to your definition of winning. Total victory and glory will require collaboration between players to dominate the map; however, this is not the only way to win.

## Total Round Victory

To win the Season, the player needs to be the top point scorer, which in Season Zero is determined by Hyperstructure points. Drawing inspiration from the World Series of Poker, Eternum implements a tiered payout system for the top 50 players.

This structure rewards a wide range of top performers while still providing significant incentives for reaching the highest ranks.

1. Top 50 players receive payouts
2. Payouts are proportional to player ranking
3. Higher ranks receive exponentially larger payouts

## Payout Breakdown

- 1st Place: 20% of the prize pool
- 2nd Place: 12% of the prize pool
- 3rd Place: 8% of the prize pool
- 4th-10th Place: 15% of the prize pool (distributed proportionally)
- 11th-20th Place: 15% of the prize pool (distributed proportionally)
- 21st-50th Place: 30% of the prize pool (distributed proportionally)

## Many different ways to win

The open nature of Eternum invites many play styles in order to 'win'. You could choose to merely min-max your trading or simply be a raider of Realms for resources to sell. Or perhaps you could create an enterprise within Eternum to earn fees from other players. Everything is possible.

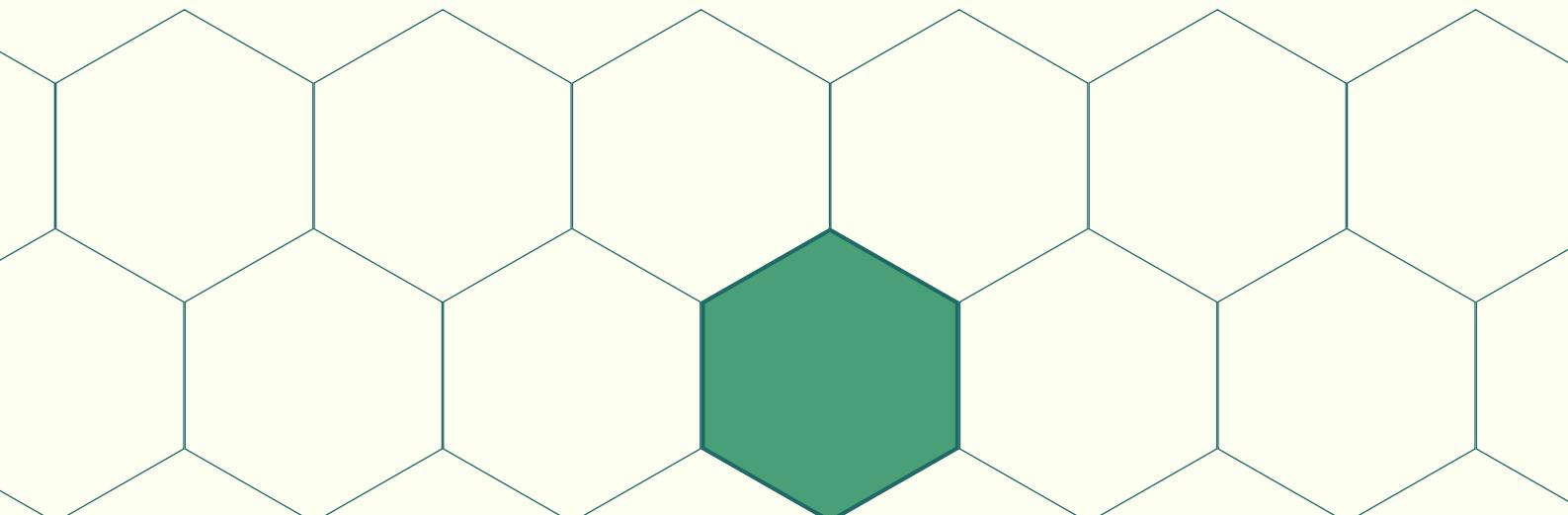
# EXPLORING THE MAP

Eternum gameplay occurs on an infinite recursive hexagonal grid, enabling few or many players to exist. Player spawn happens in a concentric circle out from the center of the map allowing max scalability. Distance plays a factor in everything players do from trading to moving Armies around - it all takes time.

The positions of these hexagons are defined by the GPS system, which allows them to be utilized for other games if chosen.

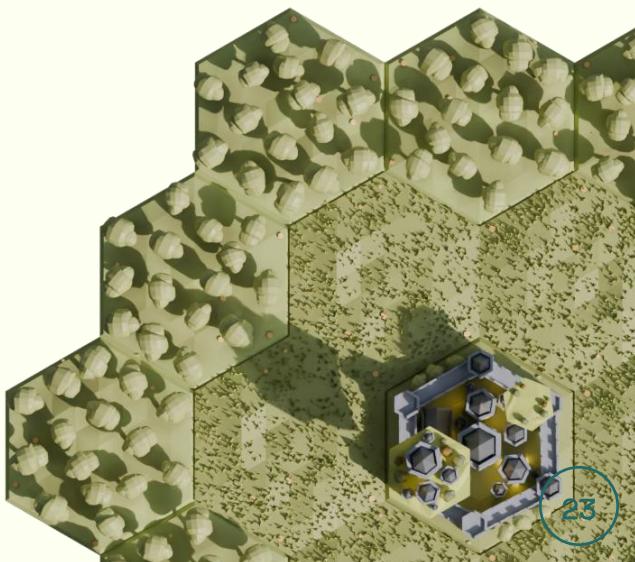
The map is unexplored at the beginning of each season, as players explore the map, they can discover resources, synthetic Realms, fragment mines, and other features.

There is always an incentive to explore, as the first to discover new locations receive a random resource along with the potential to uncover unique mines or other special elements.



## INSIDE A HEXAGON

Within each hex exists a new hexagonal grid. This grid holds a Realm map on which to construct your base.



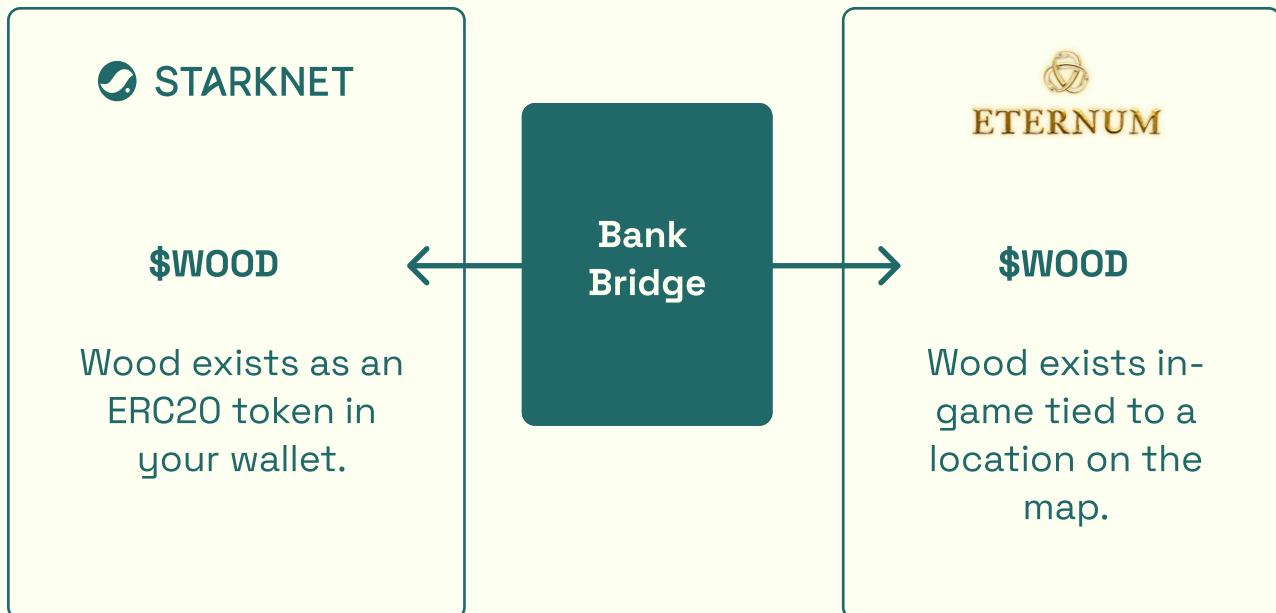
## RESOURCES

Eternum is driven by fungible in-game resources, with the base currency being in-game \$LORDS. These resources exist in-game and also on Starknet as ERC20 tokens.



When resources are in-game, they are location-bound to entities within the world. They do not exist in your wallet; instead, they exist on a Realm, with an Army, or anywhere else on the map.

However, uniquely, resources can be removed from the game via the Bank Bridge. Bridging from Starknet to Eternum can only happen within Seasons and at Banks, which are player-driven structures that control the fee capture.



When a resource exists on Starknet, it acts just like any other token on the network and can be traded.



## RESOURCE PRODUCTION

Resources, produced on Realms and discoverable across the map, each possess an intrinsic value and are interconnected, requiring players to build resource structures and maintain input balances for production.



Wood production needs a balance of Stone, Coal, and Wheat. Production continues until an input depletes.

This happens automatically without the player having to manage.

This interconnected resource system creates a complex global economy maintained by players, resulting in a natural economic balance. Seasonal changes will periodically adjust production balances, adding dynamism to the economy.

## EVERY RESOURCE CAN BE BURNT

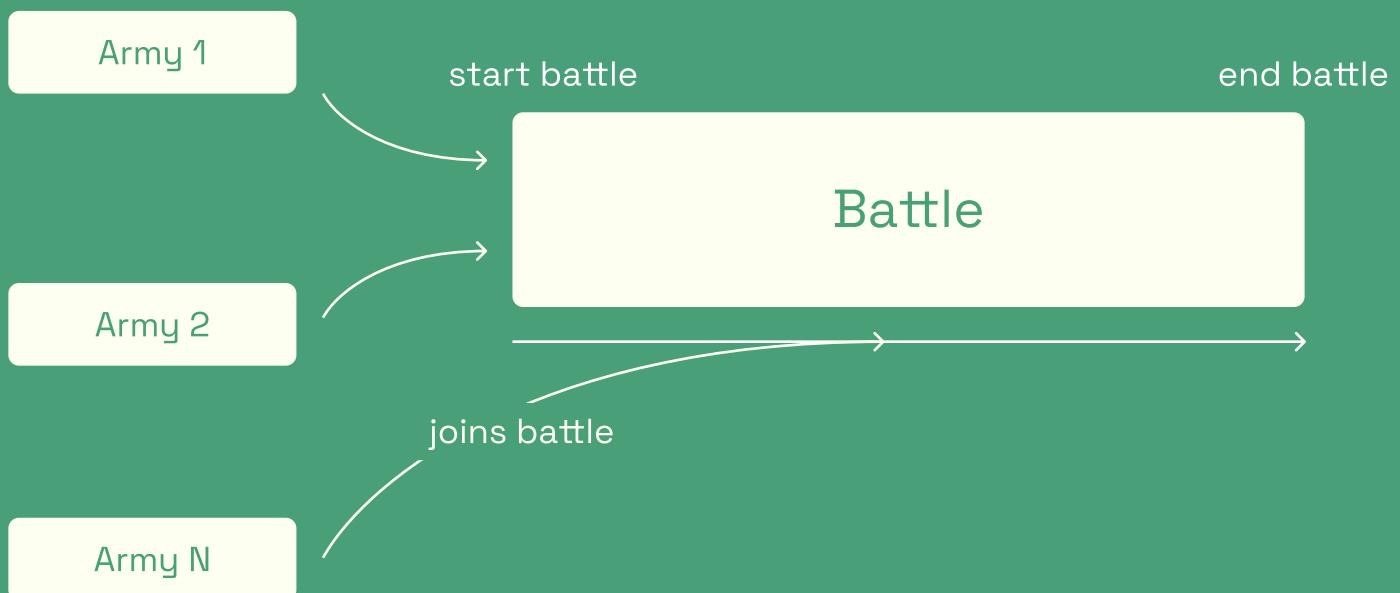
Whilst resources exist in Eternum, they can be destroyed. If you fail to protect your trade routes or resource stocks, enemies may attack and devastate your empire. This vulnerability extends to all assets, including banks. Effective defense strategies are crucial for maintaining your economic power and preventing catastrophic losses.

## BATTLES

Combat in Eternum unfolds in a semi-real-time format. Two or more Armies meet each other in battle and fight for up to 8 hours in length - or longer if other Armies join in. The length of the battle is determined by the strength difference in the Armies.

Battles continue until only one Army remains, which could take days depending on how many units each side keeps committing.

Once the battle ends, the structure beneath reverts to the remaining Army. Armies drop resources in battle if they lose or flee, making Armies on the map prime targets.



## RAIDING

Raiding is possible and occurs instantly, but only on Structures. It has no effect on the ownership of the structure and results in the attacker stealing a resource that exists on the structure, along with potentially destroying a building.



## WONDERS

There are 50 Wonders scattered across Eternum existing within Realms. These wonders will introduce the concept of Perks in the form of improved trading capacity and resource production. This will change from Season to season as the game develops.

## HYPERSTRUCTURES

Hyperstructures are monumental edifices that dominate Eternum's landscape, serving as the ultimate objective for players seeking total victory within a season. These massive constructions can be built on any empty tile across the map, transforming the surrounding area into a focal point of strategy and conflict.

### Considerations:

- **Resource Intensive:** Require vast resources, encouraging alliance formation
- **Victory Points:** Provide substantial points towards seasonal victory
- **Collaborative Effort:** Necessitate guild formation for construction and defense

Hyperstructures catalyze conflicts, diplomacy, and strategic planning, epitomizing Eternum's blend of resource management, alliance building, and tactical warfare.



# TRADING

Within Seasons, players trade with one another via an onchain orderbook or via location-based AMMs. Outside of Seasons, players can trade resources on any regular AMM on Starknet.

## THE LORDS MARKET

The Lords market is a player-to-player order book for exchanging resources. A small fee on every trade happens which burns some of the resource and sends the \$LORDS fee to the veLORDS pool.

## BANKS

Banks, as the name suggests, are locations that manage player liquidity. Banks can be created by players anywhere on the map; however, they cost significant resources to build and maintain.

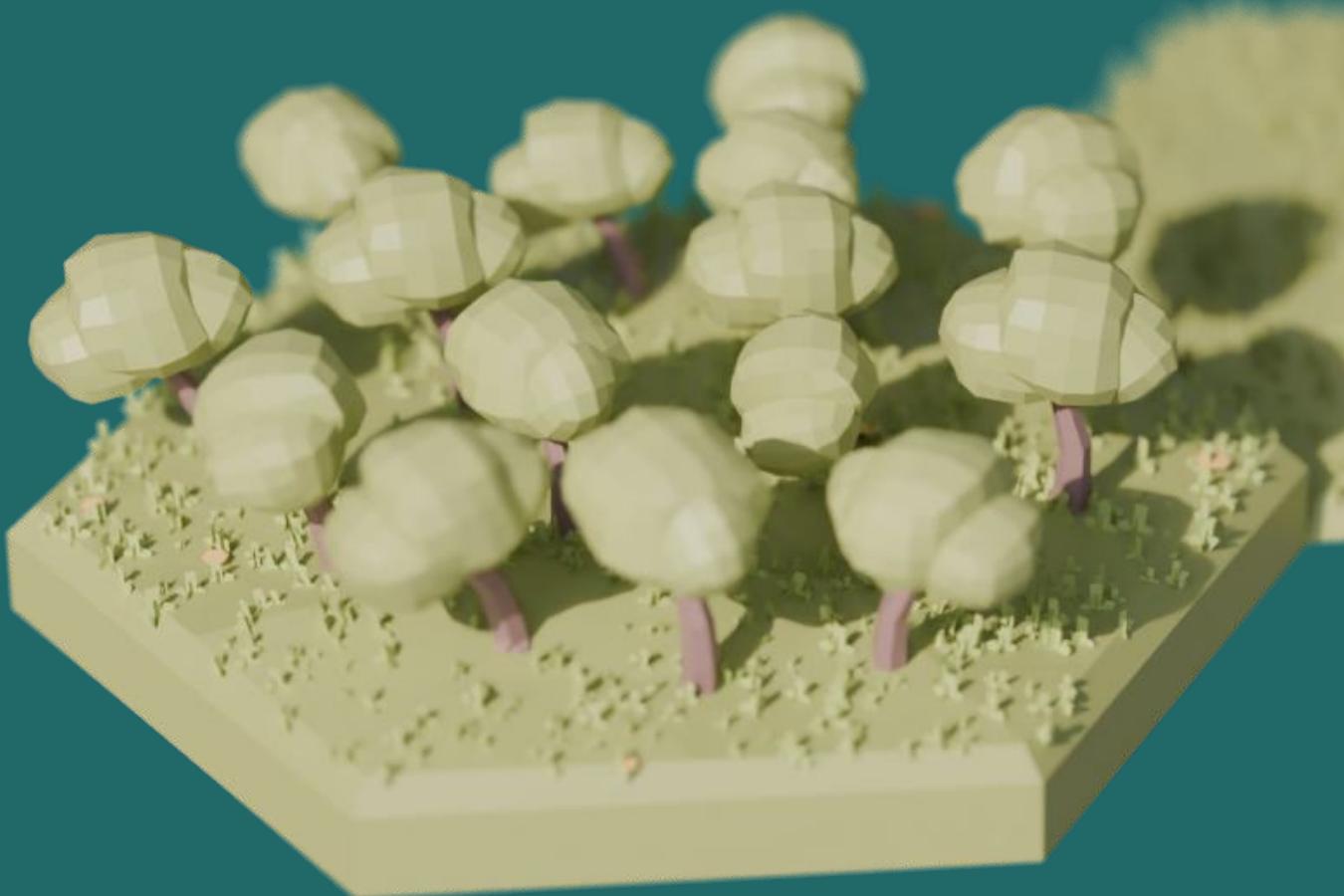
As a player-driven structure, the owners of the bank can choose to set their own fee percentage, forcing the market to decide which bank they wish to trade with. Other further factors like travel time, convoy security and diplomatic interests must also be considered.

Banks are the only places players can bridge in and out of the game from, creating a deep incentive to own and control banks. Banks contain an AMM for trading resources; the liquidity in these Banks needs to be maintained by the owners or can be added to by players to gain fees.

## THE ORIGIN BANK

At the beginning of the season, an origin Bank will exist to 'seed' the world and kick off the economy. This bank exists at the center of the map, and it is not possible to be taken over.





# MODS, COMPOSABILITY & THE ECOSYSTEM

Season Zero only starts the world. The architecture described here is meant to be extended.

# COMPOSABILITY

Eternum is an open-world built around a core game experience. It provides a set of functional primitives that serve as building blocks, inviting players and developers to expand upon its framework. Some first level ideas to extend the world are:

## EXAMPLE 1: BOUNTIES

Players can create bounty contracts, listing targets and associated rewards. Upon successful elimination of a target, the contract executor can claim the specified reward.

## EXAMPLE 2: EXTERNAL CURRENCIES

The world's bridge can wrap and unwrap any ERC20 token. Players have the flexibility to define in-game value using external tokens, beyond the internal token ecosystem.

## EXAMPLE 3: GAME TO GAME COMMUNICATION

The described architecture welcomes new games and mods of existing into the world ecosystem. Once deployed, these games can access the current Season's state to create new experiences.

## EXAMPLE 4: ALTERNATIVE CLIENTS

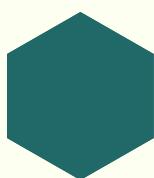
The fee structure described early in the document promotes client diversity. Developers can create optimized interfaces, such as specialized trading platforms, benefiting from fees.

# SOFT FORKS

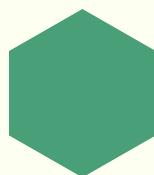
Eternum is designed to be modded and built upon. The two layer architecture allows developers to deploy entire game variations into the game world. Players and the community can choose to respect the new game or not. You could call this a soft-fork. The game continues all the forks that players choose to play.



The original game initiates the chain, and players engage. Developers continue iterating on their chosen direction.



The game evolves through soft forks. Players can choose to upgrade their world to accommodate new game modes. Developers have an economic incentive to create successful game expansions, as they're rewarded with a portion of the network fees generated by their innovations.



Another fork occurs; however, players choose not to adopt this new version and keep their assets with the developers of the previous forks.

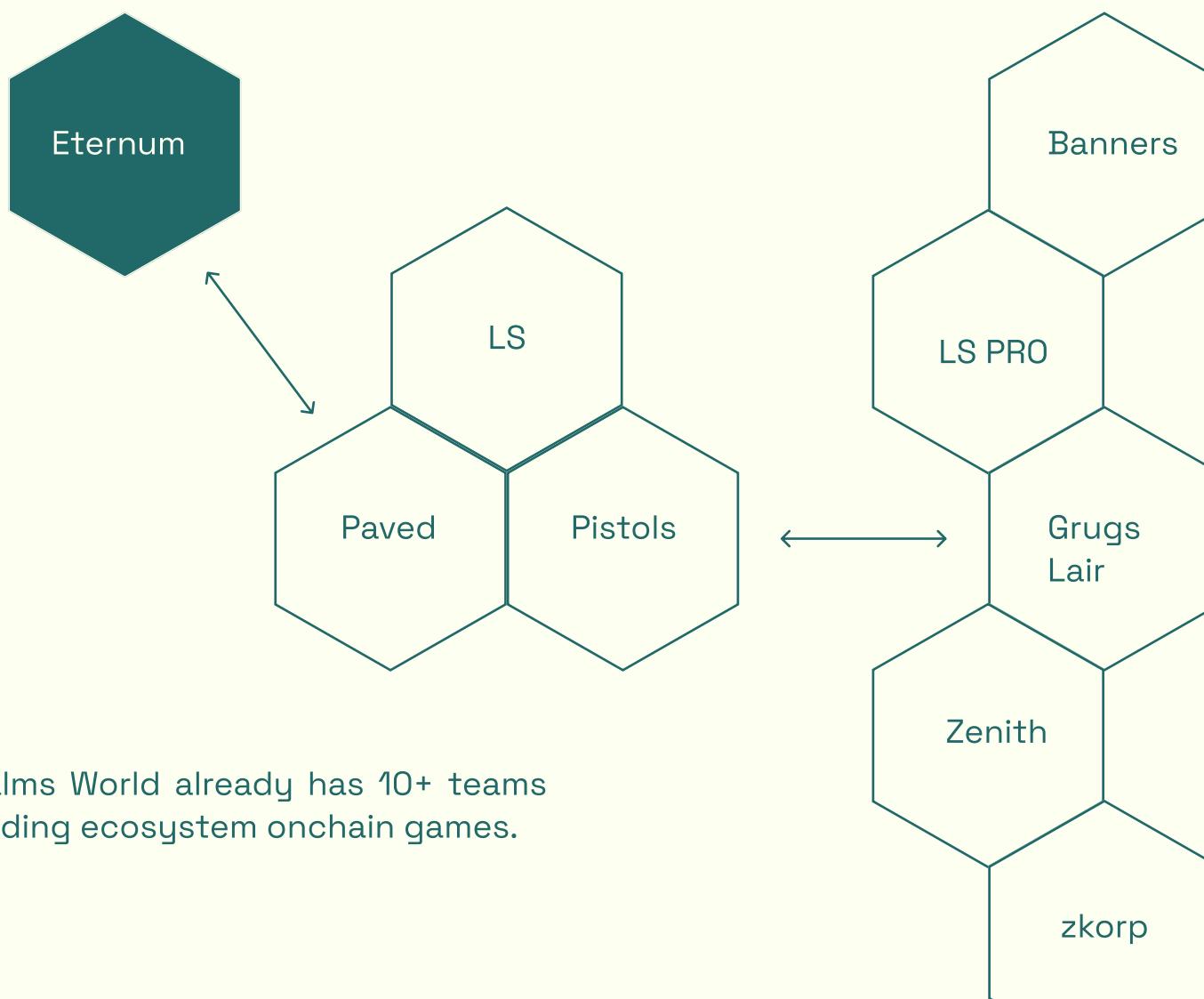
# ECOSYSTEM

The world architecture is designed to support the ecosystem, serving as a platform for multiple games to coexist within the same world context. When games are deployed within this world, they gain instant access to all existing games and player states, which they can incorporate into their own gameplay.

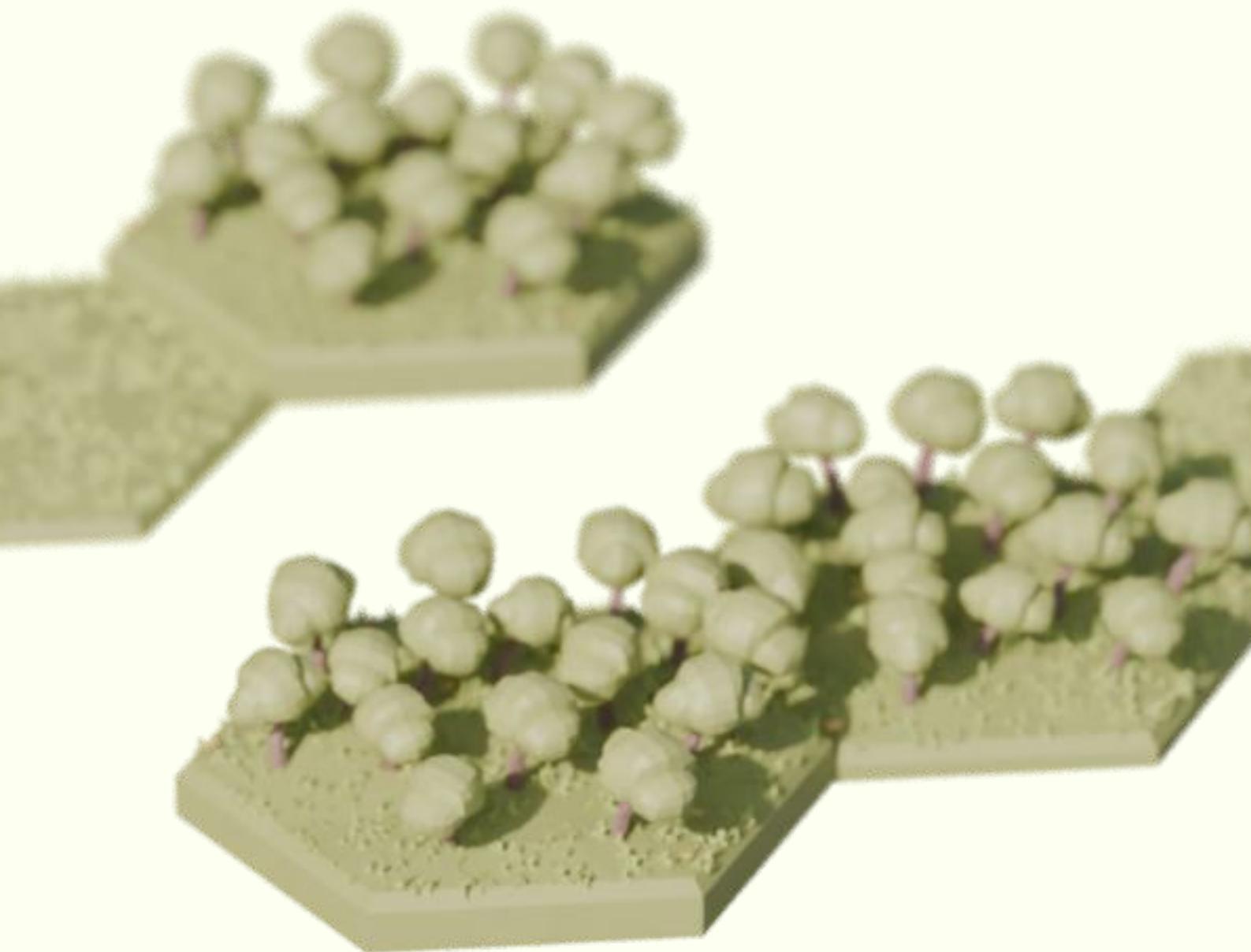
This integration can be:

1. Light: via tokens
2. Deep: through game mechanics
3. Foundational: leveraging the existing framework to build a new layer on the world, which future game seasons can then build upon

This design fosters a rich, interconnected gaming ecosystem where each new addition enhances the network as a whole.



Realms World already has 10+ teams building ecosystem onchain games.



# ROADMAP

# SEASON 0

Season 0 will fairly closely follow what is outlined in this document and ship on Starknet Mainnet.

**Q4 2024**

# SEASON 1

Season 1 will be an iteration on Season 0. Building on the gameplay and adding new features.

**Q4 2024**

# SEASON 2+

Iteration and ecosystem growth with incentives to expand the Eternum ecosystem.

**Q1 2025**

Custom games which can be deployed from a browser will be possible, enabling faster iteration and blast modes.



TECHNOLOGY

# SOLID FOUNDATIONS

## **Dojo: The Building Blocks**

Eternum is built with modifiability in mind, utilizing the Dojo framework to establish a familiar and consistent design system. This approach allows for rapid iteration. Developers familiar with Dojo can easily understand, modify, and extend Eternum.

## **Cartridge: Gaming wallet and Dojo infrastructure**

Realms World leverages the infrastructure built and maintained by Cartridge gaming company. Using this infrastructure, the world is able to utilize unique scaling possibilities via fractal scaling, along with excellent UX via session keys.

## **Starknet: The Network**

Starknet provides the ideal network for building the most capable onchain game possible. Its native Account Abstraction is leveraged extensively to deliver optimal UX for players.

While built on Cairo and Starknet foundations, the world isn't limited by this network (although 500+ tps is possible). Future Seasons will exploit STARKS' unique fractal scalability to create high-performance sharded execution games.

## **Open Source Philosophy**

Onchain games introduce new possibilities for experiences due to their inherently open nature. We believe the entire stack of an onchain game should be open, allowing players to run their own versions freely. Consequently, the entire Eternum codebase is MIT licensed, encouraging exploration and innovation.

Explore the code: <https://github.com/BibliothecaDAO/eternum>

# GLOSSARY

**Dojo:** An open-source toolchain for building provable games and autonomous worlds. <https://www.dojoengine.org/>

**Cartridge:** Onchain gaming company and infra. <https://cartridge.gg/>

**Digital Physics:** Smart contract laws that govern an onchain world. <https://www.quiltyquoza.xyz/2022/04/onchain-realities> + others

**Starknet:** Starknet is a Validity Rollup that provides unlimited scale while retaining Ethereum's security and decentralization. <https://www.starknet.io/>

**TCP/IP:** Transmission Control Protocol/Internet Protocol, the fundamental communication protocol of the Internet.

**ERC20 / Fungibles:** A standard interface for fungible tokens on the Ethereum blockchain, allowing for easy exchange and interoperability.

**ERC721 / NFT:** A standard interface for non-fungible tokens on the Ethereum blockchain, representing unique digital assets.

**Namespaces:** A system for organizing and identifying unique systems and state within a dojo world.

**Autonomous Worlds:** Self-sustaining digital ecosystems that operate independently on blockchain networks, governed by smart contracts. <https://0xparc.org/blog/autonomous-worlds>

**Biblio DAO:** A decentralized autonomous organization focused on building and governing the Realms World ecosystem.

**Loot:** An NFT project that provides randomized adventurer gear, serving as a foundation for various blockchain-based games and worlds.

**Lords:** \$LORDS the token of Realms.World used in game in Eternum and across the Realms ecosystem.

EXPLORE

REALMS.WORLD  
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