



# ETHEROXYCS

DUNGEONS





Introducing

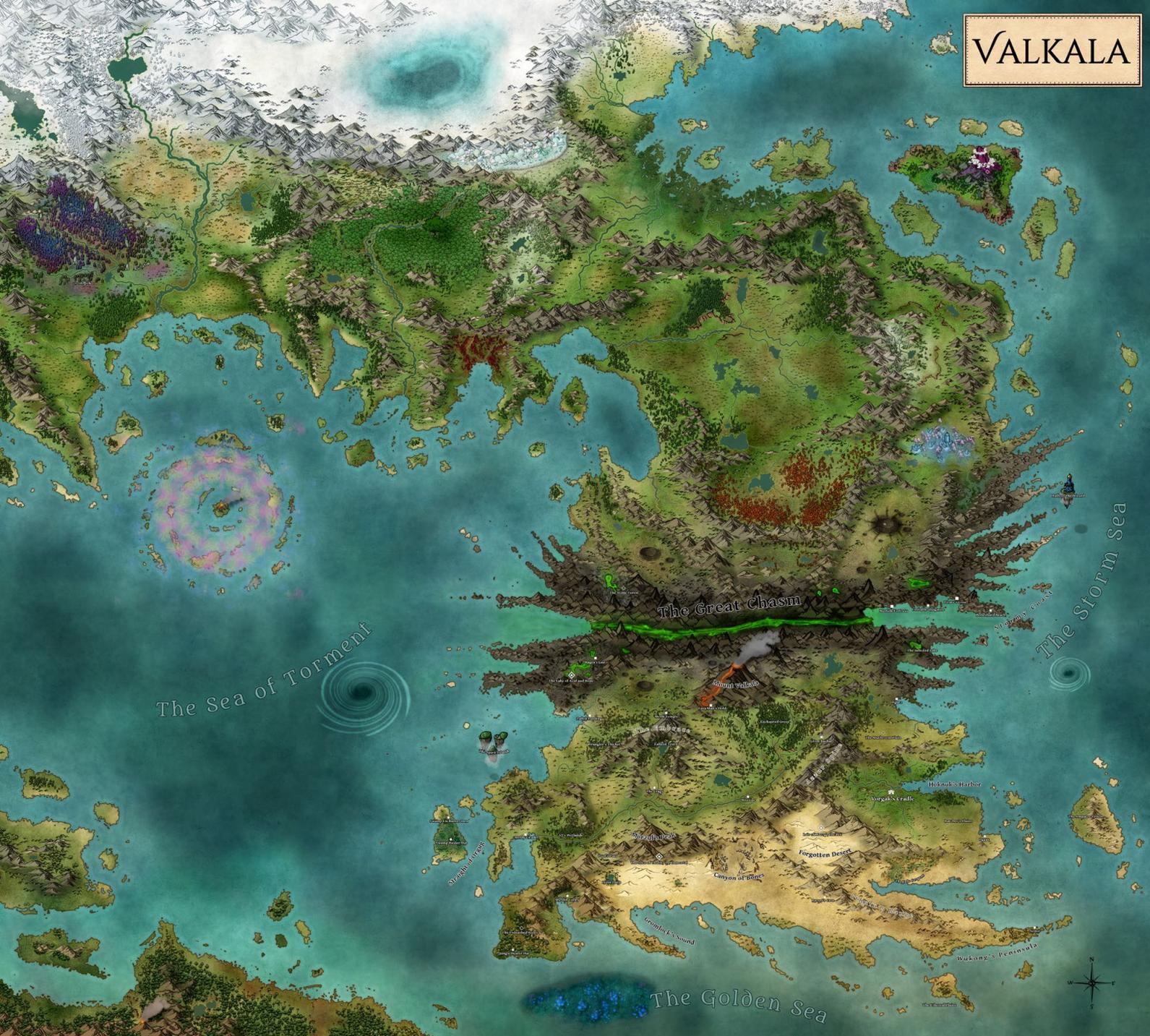
# EtherOres Dungeons

**A NEW WEB 3 ECO-SYSTEM IS UNLEASHED**

ETHERORCS DUNGEONS IS an immersive web 3 gaming experience where players explore a custom built world, battle fearsome enemies, earn precious loot, and craft amazing weapons. All of this and more happens within a robust 100% player owned game and eco-system.

Dungeon Crawling is just the first of many gameplay loops that the team at Valkala Labs has in store for fun and interactive gaming within the web 3 space.

*Read on for details.*



## Evil Has Arrived

TALES OF THE EVIL WIZARD have been passed down through generations amongst the Horde. Legend has it that the battles against his minions had raged for centuries. Blood was spilled throughout Valkala, putting the Horde at risk of extinction. Finally, the Warlock was able to open the Great Portal and bring the Orc Gods through to put an end to the Evil Wizard's scourge. He was banished to a floating island where he has been ever since regaining his strength.

Now, the time the Horde has feared for centuries has finally come. His minions have made landfall and infested the underground lairs of Valkala. The ancestral home of the Dark Elves, the Myrdin Valley, has been completely overrun by the undead. The Horde's task is daunting, will they meet the challenge?

# Choose Your Character

AS A WEB 3 MMORPG you own all the assets you interact with inside the EtherOrcs game. This includes the characters you take into battle, the treasure chests you earn, the resources inside those chests, and the special dungeon weapons you craft with those resources. All of these items are ownable NFTs that you can trade on Opensea and soon in our in-house marketplace.

EACH CHARACTER HAS its own base skills to use in the dungeon, but adding a weapon gives you new moves. *Don't be worried if you have low base stats, over time your Dungeon Equipment will scale ahead of your base gear.*

As you progress through the game you'll get to make decisions along the way in order to maximize your effectiveness in battle. This all starts with the characters you select to take into combat. Each character is a 100% on-chain ERC-721 which includes metadata that directly affects its performance in the Dungeons. Your EtherOrcs NFT will have new stats, abilities, and skills based on its specific metadata.

These new stats breakdown as follows:

**HP:** Keeps your character alive – Enhanced by level

**STAMINA:** Spent to use special abilities – Not impacted by metadata

**ATTACK POWER (ATK):** Physical damage modifier – Impacted by Mainhand and Offhand ZUG or Crafting Bonus

**MAGIC POWER (MGK):** Magic damage modifier – Impacted by Mainhand and Offhand ZUG or Crafting Bonus

**PHYSICAL DEFENSE (DEF):** Resistance to Physical damage – Impacted by Armor / Helm ZUG or Crafting Bonus

**MAGIC DEFENSE (RES):** Resistance to Magic damage – Impacted by Armor / Helm ZUG or Crafting Bonus

## The Genesis Orc

The Orc is the all around powerhouse of Valkala. They have strong overall stats and have the highest starting scaling potential. Unlike their allies, they can use every piece of equipment that is crafted in the forge. They are natural leaders that push their teams to the limit.



### POOF'S TIP

Higher ZUG Bonus = Stronger Dungeon Stats!

BURNING BLADE +7 ATK / +7 MGK

DRAGON EYES +6 DEF / +6 RES

DARK LORD'S STAFF +7 ATK / +7 MGK

*Example stats at Level 100 and Average Equipment*

HP 300

STAM 200

ATK 28

## BASE ABILITIES

Zug Slam - Deals (60% of ATK and MGK + 5) to a single target.

Commanding Shout - Increases the entire party's ATK and MGK by 50% for 2 turns.

# The Orc's Allies

GENESIS ORCS HAVE summoned 3 classes of fallen Allies to aid them in their battle against the Evil Wizard. Each class of Ally affects combat in different ways. Thus far they have summoned Shamans as Healers, Ogres as Tanks, and Dark Elves as Rogues. In the future they will summon undead Mages. Each Ally's attributes are as follows:

## Shaman

Shamans are wisened healers and natural magic users. They are the only character with a starting healing ability and magic damage skill. They have the highest base stamina (250) and the strongest magic defense.

*Example stats at Level 100 and Average Equipment*

LVL 100	HP 280
STAM 250	MGK 24



ANCESTRAL MASK +6 / +5  
DEF, +8 RES

EAGLE +6 / ATK +6, MGK +6

SAGE STAFF +6 / ATK +6,  
MGK +6

### BASE ABILITIES

Lion Strike: Deal MGK DMG to 1 Enemy for 110% MGK +4  
Quick Heal: Single Target Heal for 40 + MGK \*2

## Ogre

Ogres are giant tanks and powerful defenders who will take a ton of damage for their team. They have the highest base health and the highest defense. They also have a unique ability which allows them to block attacks for their teammates.

*Example stats at Level 100 and Average Equipment*

LVL 100	HP 370
STAM 200	ATK 24



WARGOD CROWN +6 / +8  
DEF, +8 RES

MIGHT OF BAKK +6 / +6  
ATK, +3 MGK

SPIKED SHIELD +5 / +5 ATK,  
+3 MGK

### BASE ABILITIES

Valkala Smash: Deals ATK + 30% of DEF in damage to a single target  
Taunt: All enemies attack you

## Rogue

The Dark Elf Rogues are agile assassins and agents of death. They have the highest base damage dealt to opponents yet also have the lowest armor and overall health. Their unique ability helps to reduce the enemies defenses.

*Example stats at Level 100 and Average Equipment*

LVL 100	HP 250
STAM 200	ATK 31



CAPE OF THE ELDERS +5 /  
+4 DEF, + 4 RES

STILETTO ZESTARI +66 / +8  
ATK, +3 MGK

BLOODQUENCH +5 / +7 ATK,  
+2 MGK

### BASE ABILITIES

Cheap Shot: Deals ATK to a single target and reduces DeF by 3  
Garrote: Deals ATK and applies 50 bleed damage

# Prepare for BATTLE

IN ORDER TO rid Valkala of the Wizard's evil scourge the Orcs and their Allies must prepare for fierce combat with ferocious monsters. To do this they must enter the dungeons armed and ready for battle.

## TO ENTER A DUNGEON YOU MUST HAVE THESE:

- An Orc or Ally
- \$pZUG

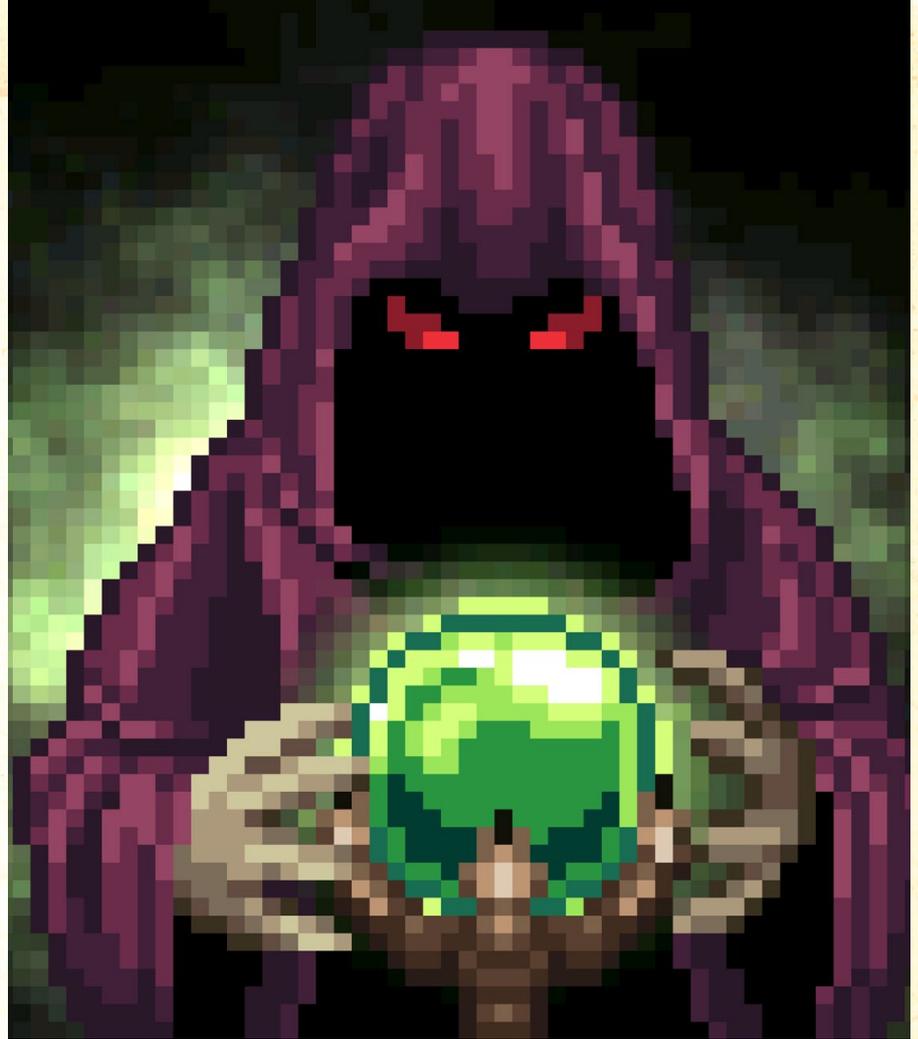
## AND YOU MAY CHOOSE TO BRING SOME OF THESE:

- Potions, Training Dummies, and Luck Runes
- Mainhand, Offhand, and Armor equipment

NOTE: SOME DUNGEONS WILL HAVE SPECIAL REQUIREMENTS SUCH AS KEYS TO UNLOCK.

### WRANGLER'S TIP

Items are burned even if not used



### WHAT DO THESE ITEMS DO?



POTIONS

Can be used to heal your character's health by 50% at any time in combat without losing a turn



TRAINING DUMMIES

Increases your character's max Stamina by 50 at the start of the Dungeon



LUCK RUNES

Gives +10% bonus to Treasure Points gained on the run

### EQUIPMENT

Each piece of dungeon gear gives your Character new abilities or stat boosts (equipped at the start of a dungeon).

MAINHAND = NEW ABILITY / STATS

OFFHAND = NEW ABILITY / STATS

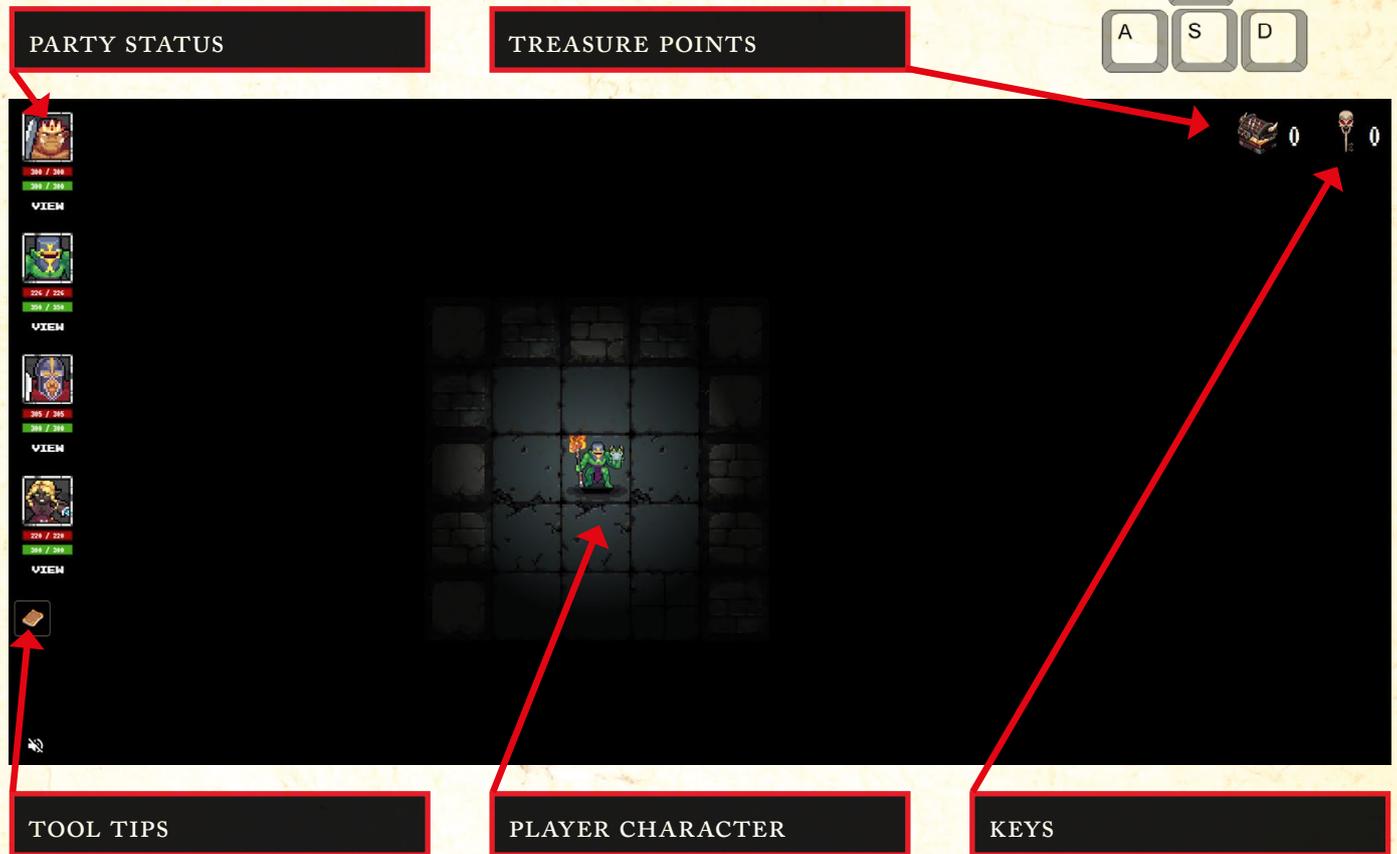
ARMOR = STATS

Each Dungeon can be run with one Orc or Ally or with a squad of four. Running with four characters will lead to more enemies, but all rewards are multiplied by four.

Furthermore, characters generally need 24 hours to rest after running a dungeon before they can return to farming, crafting, or raiding.

# Explore

EXPLORING DUNGEONS IS paramount in EtherOrcs, using WASD on your keyboard to control your player character, you will move around the Dungeons, exploring, Battling, and finding rare Treasure!



## Dungeon Tiles



**BATTLE ENCOUNTER**  
Encounter enemies in Turn-based RPG combat!



**HEALING WELL**  
A chance to heal HP or Stamina



**KEY**  
Pick-up a key to open a specific door



**QUESTION MARK**  
Random! Could be an encounter, healing or treasure!



**DOOR**  
Can be opened with a certain key to pass



**BOSS**  
Dungeon Boss!  
An ultra hard enemy!



**TREASURE CHEST**  
Gain a fixed amount of Treasure Points

Making your way through the Dungeons and choosing which battles to fight and which tiles to walk on is key to surviving and winning in EtherOrcs.



ENEMIES

TEAM STATUS

COMBAT LOG

# Combat

THIS IS WHERE your Orcs and Allies get to battle the Evil Wizard's fearsome foes. Choose your attacks or abilities from your characters in the interface and hit end turn to execute them. (Don't worry you get to go first in all encounters!)

## Damage Types

Physical damage is blocked by physical defense (DEF) and magic damage is blocked by magic resistance (RES). Different enemies have different offensive and defensive abilities.

### CRITICAL HITS

All characters have a default probability to attain a critical hit which **DOUBLES** the damage or effectiveness of a move. The base chance of getting a critical hit is 15%.



### DAMAGE OVER TIME, BUFFS, AND MORE

Certain moves will also cause status effects that you should be aware of. Some abilities will deal damage over time — such as Poison, Bleed, or Burn. The damage and length of the effect will vary based on the ability. Buffs are key to victory! As an example — a Genesis Orc can use **COMMANDING SHOUT** to increase ATK and MGK of the entire party by 50% for two turns. Debuffs can weaken your enemies, this will reduce an enemy's defense and improve the damage all your team members deal to that enemy!

**VJ'S TIP**  
Be mindful of your Stamina use! Don't run out!

### STAMINA

Stamina is how you use your more powerful abilities. Be wary — it's limited and can only be refreshed in a dungeon via a healing well and not all dungeons have them. Using Training Dummies at the start of the dungeon will improve your overall stamina.

### POTIONS

Can be used any time in combat with an instant 50% heal! Each character will have a maximum amount of potions it can carry into a dungeon, and if they fall in combat those potions it's carrying are unusable.

### FAINT

Your characters cannot come back from fainting during the Dungeon run! If all of your characters faint, the dungeon will end. Don't worry though — your NFTs are safe and sound.

**POOF'S TIP**  
Don't worry about disconnects! Every action is saved!

# Rewards

## VICTORY

YOUR HORDE HAS DEFEATED THE ENEMY!

### ENEMIES DEFEATED

MUMMY	6
SKELETON WITH AXE	4
SNAKE	2
SKELETON WITH SWORD	2
SPIDER	2
SKELETON KING	1

### LOOT OBTAINED

01FA

TREASURE POINT

21



## Treasure Points

Rewards are all centered around the amount of Treasure Points (TPs) you earn during your Dungeon runs. The more TPs you earn, the more loot you receive. Most enemies reward roughly 1-2 TP for each that you slay. Bosses are worth significantly more TPs as they are the hardest to overcome.

	Enemies Defeated	Wooden Crate	Standard Crate	Iron Crate	Magic Crate
5 TP	4 Skeletons 1 Rat	100%		-	-
20 TP	10 Skeletons 1 Skeleton King	-	50%	50%	-
35 TP	20 Skeletons 5 Rats 1 Skeleton King	-	25%	70%	5%



### WRANGLER'S TIP

Random tiles can reward MORE Treasure Points!



## Treasure Chests

Most Dungeons will yield 1 chest per character (even if that character falls during combat). Even if you don't do too well you'll always still get a chest. When your team is defeated the game will end and you'll lose 10 treasure points. The more TPs you earn equates to a higher chance for a better chest. The high end chests are highly sought after because they drop extra resources, a better chance at rare items, as well as hidden surprises.

## Opening Treasure Chests

Opening Treasure Chests is a whole experience in and of itself. The Emporium's operator, Gizbo the Friendly, is always ready with a key to help you unlock your chests for a small amount of \$ZUG.

### VJ'S TIP

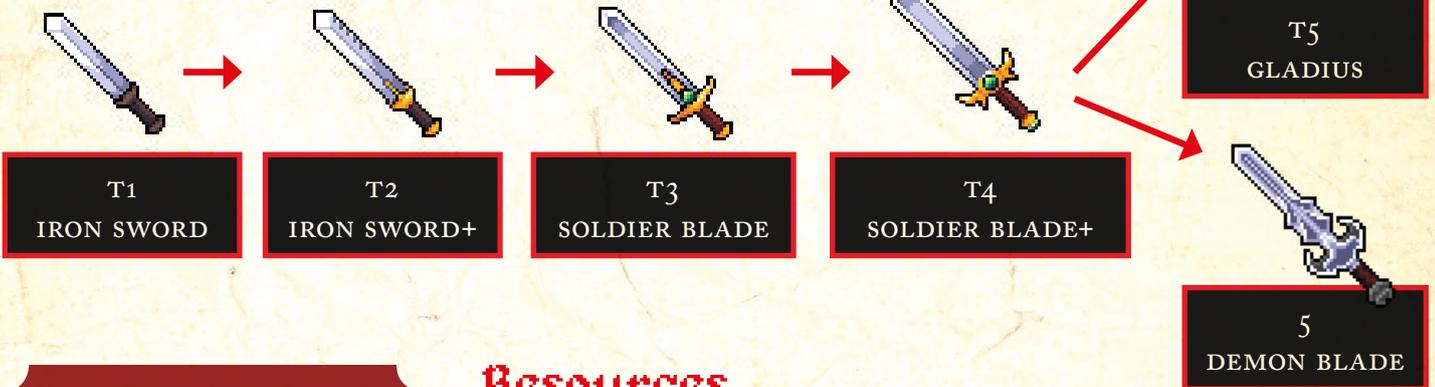
Even early game chests have some fun ultra rare drops!





# Crafting & Items

ETHERORCS DUNGEONS INTRODUCES a brand new system and game within itself of crafting new and powerful weapons and items to support you in Dungeons and Raids. Additionally, there are all sorts of special items and surprises awaiting Orcs and their Allies as they defeat the Wizard's minions in the dungeons of Valkala.



To upgrade a weapon that you currently own, you will need to find additional resources required for that branch of the upgrade tree. Your old weapon will be transformed into a brand new (and more powerful) weapon.

**HOW TO CRAFT WEAPONS**

Crafting weapons is simple and easy, the only requirements are resources and \$BONESHARDS.



## Resources

There are four main types of items in the game that you can obtain. You'll need to take full advantage of all item types to progress to new heights. You can take a role as a dedicated rare item hunter or a basic resource hoarder. The choice is yours!



**RESOURCES**  
Used to craft weapons, equipment, and more in the game

**RARE RESOURCES**  
Uncommon resources that enable crafting of unique upgrades and obscure recipes

**SPECIAL ITEMS**  
Everything else — and there's so much more than you expect

**DUNGEON EQUIPMENT**  
The gear you equip will aid your team in conquering the hardest dungeons and obtaining the rarest loot.

# Compete

LEADERBOARDS BRING AN entire new way to compete with fellow players for honor, glory, and more. Progress is tracked in multiple ways and displayed within the game and Discord. The leaderboards will be ever expanding and enable the players to compete for special rewards and prizes. Look out for events that may include live streaming, tournament ladders, and much more.

Score Leaderboard				
SELECT CHARACTERS				
Rank	# Crawls	Wallet Address	Best Score	Wins
1	8	orchid_mouth#7385	104	8
2	2	UgoTh' Freak*/Zugstakker\*#1052	100	2
3	1	Dr. Blue#1526	95	1
4	1	BTNFT11#5411	80	1
5	2	slim#8577	68	2

## Raids

Not every player can dedicate the time needed to dungeon crawl consistently. Raids have been built to offer a more passive option to gain special rewards. Raids will require a character of a certain level, some weapons depending on its difficulty, and some consumables / ZUG. These new raids will impart grand new rewards on the Horde that will keep them competitive with the dungeon runners and aid the Horde in their epic battle against the Evil Wizard.



## On The Horizon

ALL OF THIS will be available on launch, but there is so much more that is coming in the weeks following. There will be MANY challenges to face and new areas to explore in your journey to fight the Evil Wizard. You'll never really know what's going to happen next... Limited Dungeons, Speed Running competitions, Never Ending Dungeons, Build Your Dungeon, Naked Orc challenges, and more. This platform will enable the EtherOrcs world to grow in a virtually unlimited number of ways.

This is just the beginning of our expansion into an interactive Web 3 MMORPG. *We here at VALKALA LABS welcome you to the beginning of the world of Valkala!*



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DUNGEONS