

OFFICIAL WHITEPAPER — EMBERHOLM PORTAL

"A decentralized simulation of guilds, missions and digital legends."

By Ember Core Labs

Date: December 2025

Update: Data verified against real generators

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1. Introduction

Emberholm Portal is a narrative and economic simulation NFT project inspired by the retro spirit of early RPGs, reimagined with epic and fantastical lore where druids, dragons and digital heroes coexist within an ancestral terminal.

The project combines:

- **Dynamic NFT collectibles** (races, classes and guilds)
- **A living dual economy** based on \$EMBER (utility) and \$ASH (governance)
- **Equipment system** with Items, Runes and Lands
- **An interactive platform** that simulates a retro console
- **A persistent narrative** in constant evolution

The user, transformed into an Emissary of Emberholm, interacts with the portal, completes missions, obtains rewards and collaborates with their guild to increase collective prestige.

2. Lore: The World of Emberholm

In the heart of the spiritual plane lies Emberholm, a reliquary-city built upon the remains of ancient fire civilizations.

The Ember Core, the source of all life in the realm, is dying. Its light fades with each passing day, and with it, the hope of Emberholm.

Six great Guilds govern the ruins, each guardian of a different flame:

Guild	Domain	Aligned Classes
Circle of Mist	Knowledge	Wizard, Alchemist, Necromancer, Druid
Order of Dawn	Faith	Paladin, Warrior, Cleric
Shadow Guild	Stealth	Rogue, Assassin, Ranger
Forge Legion	Strength	Warrior, Blacksmith, Paladin
Void Echoes	Death	Necromancer, Warlock, Wizard
Horizon Watch	Exploration	Ranger, Druid, Warrior

The **Emissaries** —beings summoned from different dimensions— arrive through the Central Portal, a node between worlds powered by the residual energy of the dying Ember Core. Their mission: keep the spark of the world alive.

3. Vision

Our vision is not to create just an NFT collection. We want to found a **complete ecosystem**, where each token is part of a persistent world with narrative depth, technical value and long-term projection.

Emberholm Portal represents a new type of project: an experience that blends **blockchain, storytelling and retro simulation**, with simple aesthetics but an epic background.

We don't seek an end point or a "finished game", but an experience in constant expansion, with seasons, events, new campaigns, guilds, and mechanics that evolve with the community.

4. Ember Core Labs: The Studio

Ember Core Labs is the creative studio behind Emberholm Portal.

Founded by **Ariel**, who develops every aspect of the project —from lore to programming, from art to economy—, Ember Labs was born with the idea that a single person can build a complete universe.

Ember Labs represents an **artisanal vision within the Web3 ecosystem**: a small, independent studio, but technically professional, with the ambition to become one of the big names in the space.

5. Project Structure

5.1 NFT Collection — The Emissaries of Emberholm

Aspect	Value
Total Quantity	35,000 NFTs
Format	ERC-721 on Base Blockchain
Metadata	Dynamic and updatable (static IPFS + dynamic PostgreSQL)
Fixed Attributes	Race, class, initial guild, rarity, age, base stats (STR/DEX/CON/INT/WIS/CHA)
Variable Attributes	XP, Aura, rank, energy, status, current guild, missions, deaths, equipped items

Each NFT represents an Emissary, a hero summoned to serve one of the six guilds.

Rarity System by Race:

Rarity	Races	Multiplier
Common	Human, Elf, Orc, Triton	x1.00
Rare	Barbarian, Beast, Demon, Demonkin, Draconic, Voidborn	x1.15
Legendary	Spectral	x1.35

Layer System (Image Composition):

- 1) Background (62 unique colors)
- 2) Race (PNG)
- 3) Class (PNG)

5.2 Ranking System (11 levels)

Rank	Key	Title	XP Required	Multiplier
0	R0_Novice	Uninitiated Ember Soul	0	x1.00
1	R1_Apprentice	Emberling Initiate	100	x1.05
2	R2_Explorer	Ashbound Wanderer	250	x1.10
3	R3_Guardian	Sparkborn Sentinel	500	x1.15
4	R4_Adept	Flame Adept of Old Voices	1,000	x1.20
5	R5_Veteran	Blazeguard Proven	2,000	x1.30
6	R6_Elite	Ember Warden Ascendant	4,000	x1.40
7	R7_Master	Pyre Master of the Inner Flame	8,000	x1.55
8	R8_Champion	Infernal Seeker of the Deep Realms	15,000	x1.70
9	R9_Conqueror	Hellborn Champion	30,000	x1.90
10	R10_Eternal	Eternal Emberlord	50,000	x2.20

5.3 The Portal (Website Terminal)

The Emberholm Portal is the operational core of the project: an interactive web interface with retro aesthetics that simulates an ancient console.

Features:

- Wallet connection (MetaMask / Coinbase Wallet)
- NFT visualization and statistics
- Mission system with real-time tracking
- EMBER ROLL (D20 dice system)
- EMBER PUSH (mission acceleration)
- Marketplace for items
- Global XP and guild rankings
- Immersive time system (synchronized day/night)

5.4 Mission System

Type	Duration	Energy	EMBER Base	XP Base	Death %
EASY	2h	10	100	15	0%
MEDIUM	6h	25	200	40	0%
HARD	12h	50	400	100	5%
PARTY	24h	40	800	200	3%

5.5 Guilds and Affinities

Each Emissary belongs to one of the six Guilds. If the Emissary's class matches the guild's aligned classes, they receive alignment bonuses.

Guild	Aligned Classes
Circle of Mist	Wizard, Alchemist, Necromancer, Druid
Order of Dawn	Paladin, Warrior, Cleric
Shadow Guild	Rogue, Assassin, Ranger
Forge Legion	Warrior, Blacksmith, Paladin
Void Echoes	Necromancer, Warlock, Wizard
Horizon Watch	Ranger, Druid, Warrior

6. Economy: Dual Token System

6.1 \$EMBER Token (Utility)

Aspect	Value
Total Supply	1,000,000,000 (1 Billion)
Network	Base (Ethereum L2)
Standard	ERC-20
Mintable	NO (fixed supply)
Burnable	YES (for ASH Protocol)

Distribution:

Pool	Percentage	Quantity	Use
Missions/Rewards	45%	450,000,000	Gameplay rewards
Liquidity	15%	150,000,000	DEX Pools
Ecosystem	15%	150,000,000	Development and partnerships
Team	10%	100,000,000	24 months vesting
Marketing	5%	50,000,000	Promotion
Community	5%	50,000,000	Airdrops and events
Treasury	5%	50,000,000	Technical operations

6.2 \$ASH Token (Governance)

Aspect	Value
Max Supply	144,000 (HARD CAP)
Network	Base (Ethereum L2)
Standard	ERC-20
Mintable	Only during ASH Protocol events
Burnable	YES (deflationary)

Distribution:

Pool	Percentage	Quantity
ASH Protocol	80%	115,200
ASH Shop	10%	14,400
Community	5%	7,200
Ecosystem	5%	7,200

6.3 ASH Protocol

Monthly 48-hour events where \$EMBER can be converted to \$ASH.

Conversion Tiers:

Tier	EMBER Burned	Rate	ASH Generated
1	0 - 40,000	800:1	Up to 50 ASH
2	40,000 - 80,000	1,000:1	Up to 40 ASH
3	80,000 - 100,000	1,500:1	Up to 13.3 ASH
4	100,000 - 115,200	2,000:1	Up to 7.6 ASH

7. Gameplay Mechanics

7.1 EMBER ROLL (D20 System)

Result	Name	EMBER	Buff	Duration
1	Critical Fail	-100	-20% Success	24h
2-5	Nothing	0	-	-
6-8	Graze	+50	+5% Rewards	12h
9-11	Hit	+100	+10% Rewards	24h
12-14	Solid Hit	+200	+15% Rewards	36h
15-17	Great Hit	+350	+20% Rewards	48h
18	Critical Hit	+500	+25% Rewards, -10% Energy	60h
19	Superior	+500	+30% Rewards, -15% Energy	72h
20	Natural 20	+1,000	+35% Rewards, -20% Energy	72h

Rules:

- 1 free roll per day
- Additional rolls: 75 \$EMBER each
- Maximum 5 rolls per day

7.2 EMBER PUSH

Accelerate mission time by spending \$EMBER.

Acceleration	Cost
1 hour	45 \$EMBER
4 hours	180 \$EMBER
8 hours	360 \$EMBER
Instant (max)	Up to 7,200 \$EMBER

7.3 Energy System

Recovery	Cost
25%	30 \$EMBER
50%	75 \$EMBER
100%	150 \$EMBER
Passive	10% every 6 hours

7.4 Death and Revive System

Death #	Revive Cost	Reset
1st	25 \$ASH	30 days
2nd	50 \$ASH	30 days
3rd	100 \$ASH	30 days
4th+	200 \$ASH	30 days

8. Ecosystem Assets

8.1 NFT Collection — Equipment (Items)

Aspect	Value
Total Quantity	50,000 items
Format	Off-chain (PostgreSQL with on-chain tracking)
Slots per Emissary	5 (Weapon, Armor, Helmet, Accessory, Amulet)
Images	NO background (transparent)
Unique Items	20 types (4 per slot, 1 per rarity)

Distribution by Rarity:

Rarity	Quantity	Percentage
Common	30,000	60%
Rare	12,500	25%
Epic	6,000	12%
Legendary	1,500	3%

Benefits by Rarity:

Rarity	EMBER	XP	Energy	Death	Speed
Common	+2%	+2%	0%	0%	0%
Rare	+5%	+5%	-3%	0%	+3%
Epic	+10%	+10%	-5%	-3%	+5%
Legendary	+20%	+20%	-10%	-5%	+10%

Items by Type:

Slot	Common	Rare	Epic	Legendary
Weapon	Hunting Bow	Stormfire Sword	Scepter of Flames	Worldbreaker Blade
Armor	Leather Vest	Chainmail of Valor	Dragonscale Armor	Armor of the Immortals
Helmet	Iron Helm	Warden's Crown	Helm of Visions	Crown of the Ember King
Accessory	Stone Pendant	Ring of Fortitude	Ring of the Phoenix	Pendant of Eternity
Amulet	Bone Talisman	Talisman of Flame	Amulet of Souls	Heart of the Core

8.2 NFT Collection — Ember Runes

Aspect	Value
Total Quantity	5,000 runes
Format	ERC-1155 on Base Blockchain
Slots per Emissary	2 runes maximum
Unique Types	48 different runes

Images	NO background (transparent)
Obtainment	ONLY mission drops (NOT purchasable)

Distribution by Rarity:

Rarity	Quantity	Percentage	Types
Common	2,000	40%	15
Rare	1,000	20%	17
Epic	1,000	20%	8
Legendary	1,000	20%	8

Benefits by Rarity:

Rarity	EMBER	XP	Energy	Death	Speed
Common	+3%	+3%	-2%	-2%	+2%
Rare	+6%	+6%	-4%	-4%	+4%
Epic	+10%	+10%	-7%	-7%	+7%
Legendary	+15%	+15%	-12%	-12%	+12%

Rune Examples:

Rarity	Examples
Common	Cinder Shard, Flickering Ember, Ashen Mark, Coal Glyph
Rare	Flamewarden Seal, Stormfire Glyph, Moonfire Sigil, Bloodember Rune
Epic	Dragonfire Seal, Phoenixheart Glyph, Worldfire Sigil, Titanflame Seal
Legendary	Rune of the First Flame, Seal of Eternal Ember, Rune of Ragnarok, Glyph of Rebirth

8.3 NFT Collection — Ember Lands (Territories)

Aspect	Value
Total Quantity	10,000 lands
Format	ERC-721 on Base Blockchain
Mint Price	0.0011 ETH
Regions	6 unique territories
Images	WITH background (JPG)

Distribution by Region:

Region	Rarity	Quantity	Percentage	Background
Ashfall Wastes	Common	2,500	25%	volcanic.jpg
Thornwood Forest	Common	2,500	25%	wooded.jpg
Frostholt Peaks	Rare	1,500	15%	artic.jpg
Shadowmere Swamp	Rare	1,500	15%	swampy.jpg
Ironveil Citadel	Epic	1,500	15%	ruins.jpg
Ember Core Sanctum	Legendary	500	5%	sacred.jpg

Distribution by Rarity (Totals):

Rarity	Quantity	Percentage
Common	5,000	50%
Rare	3,000	30%
Epic	1,500	15%
Legendary	500	5%

Benefits by Rarity:

Rarity	EMBER	XP	Energy	Death	Max Emissaries
Common	+5%	+5%	0%	0%	5
Rare	+10%	+10%	-5%	0%	3
Epic	+20%	+20%	-10%	-5%	2
Legendary	+35%	+35%	-20%	-10%	1

Staking (Passive EMBER):

Rarity	EMBER/day	EMBER/week	EMBER/month
Common	5	35	~150
Rare	8	56	~240
Epic	12	84	~360
Legendary	23	161	~690

Status: *DISABLED* (activates post-launch)

8.4 Maximum Theoretical Boost

Source	EMBER	XP	Energy	Death	Speed
5 Legendary Items	+100%	+100%	-50%	-25%	+50%
2 Legendary Runes	+30%	+30%	-24%	-24%	+24%
1 Legendary Land	+35%	+35%	-20%	-10%	0%
TOTAL	+165%	+165%	-94%	-59%	+74%

9. Marketplace

Feature	Detail
Payment Methods	\$EMBER or ETH
Available Items	Equipment (5 types)
Runes	Secondary marketplace only
Lands	Secondary marketplace only
Discounts	Up to 20% temporary

Payment Split:

- EMBER: 100% to Treasury
- ETH: 100% to Principal Wallet

10. Technical Architecture

10.1 Smart Contracts (Base L2)

Contract	Standard	Function
EmberholmPortal	ERC-721	35,000 Emissaries NFT
EmberToken	ERC-20	\$EMBER (1B supply)
AshToken	ERC-20	\$ASH (144K max)
AshProtocol	Custom	EMBER→ASH Conversion
EmberRunes	ERC-1155	5,000 Runes
EmberLands	ERC-721	10,000 Lands
ItemShop	Custom	Marketplace
ClaimContract	Custom	Distribution

10.2 Technical Stack

- **Frontend:** React + Vite
 - **Backend:** Flask/Python + Node.js
 - **Database:** PostgreSQL
 - **Storage:** IPFS (Pinata)
 - **Blockchain:** Base (Ethereum L2)
-

11. Roadmap

Phase 1: Foundation

- Generation of 35,000 Emissaries
- Generation of 50,000 Items
- Generation of 5,000 Runes
- Generation of 10,000 Lands
- Smart contracts developed
- Whitepaper V3

Phase 2: Launch

- Deploy contracts on Base Mainnet
- Public mint of Emissaries
- Public mint of Lands
- Active mission system
- First ASH Protocol event

Phase 3: Expansion

- Complete marketplace
- Land Staking activated
- Narrative campaigns
- Mobile companion app

Phase 4: Governance

- DAO with \$ASH voting
 - Community treasury
 - Partnerships
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12. Conclusion

Emberholm Portal is more than an NFT collection: it is a complete ecosystem with dual economy, deep equipment system, and persistent narrative.

With 100,000 generated assets (35K Emissaries + 50K Items + 5K Runes + 10K Lands), verified contracts, and complete documentation, the project is ready for launch.

"Keep the flame alive."

Appendix A: Asset Summary

Asset	Supply	Standard	Backgrounds	Rarities
Emissaries	35,000	ERC-721	62 colors	Common/Rare/Legendary
Items	50,000	Off-chain	Transparent	60/25/12/3%
Runes	5,000	ERC-1155	Transparent	40/20/20/20%
Lands	10,000	ERC-721	6 regions	50/30/15/5%

Appendix B: Links

Resource	URL
Website	https://emberholmportal.xyz
Twitter / X	https://twitter.com/EmberholmPortal
Twitter / X	https://twitter.com/EmberCoreLabs

Whitepaper - Data verified against real generators
Last update: December 2025