

BESTIARY



Abstract

BESTIARY™ is a **web3 ecosystem** that encompasses **unique NFTollections**, **Game of Beasts CCG [GOB™]** and **The Garden DAO**.

The **BESTIARY** community will interact with the physical and digital **GOB™** via the **Decentralized Autonomous Organization** that is **The Garden**.

The **BESTIARY** lore and artwork is inspired by the strange and surreal art of **Hieronymus Bosch**¹.

1. Hieronymus Bosch (born Jheronimus van Aken c. 1450 – 9 August 1516) was a Dutch painter known for his subversive and macabre depictions of religious themes

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1. Introduction

1.1 The Conjurer x The Jester

The story of BESTIARY begins with them and the Curse of the Beast. The twin brothers, both naturally gifted in the art of conjuring, were once thought to be destined for greatness. That's why they have been given as apprentices to **Hortulanus**², one of the most feared and powerful alchemists of his time.

Unfortunately, they were not as proficient as their master desired and slowly lost their way. Instead of practicing their craft, the two snuck out every day and wandered from town to town, wasting their talents on petty crimes. They lured people into playing their games just to punish and terrorize those who lost by summoning frogs in their mouths or temporarily transforming them into animals.

Eventually, the two were confronted by **Hortulanus**, who, disgusted by their wickedness, cursed them with the terrible **Curse of the Beast**. This hex permanently swaps the head of one of the siblings with the one of a pig. If the swine-headed brother defeats his twin in a game, then the curse is transferred to the other. The oinky twin is referred to as The Jester.

The Conjurer and The Jester are now attempting to break the Curse of the Beast by passing it on to Sinners. For that reason they have opened the gates of The Underworld. From there, they brought into our world a compendium of unearthly beings that will be used in **The Game of Beasts**.

2. Ortolanus (fl. 1300), also known as Hortulanus, was a medieval alchemist. He is best known for his influential commentary on The Emerald Tablet.

1.2 Game of Beasts

You are invited to The Lume. Here, The Conjuror waits for you and challenges you to a game.

Accept the challenge and see if you can escape his tricks. Use your skills to outsmart and defeat him.

If you succeed, then you will take his powers.

If you fail, the Curse of the Beast will be passed on to you

1.3 The Lume

This is the place where the **BESTIARY** story unfolds.

It is a world divided into two dimensions, **The Garden & The Underworld**.

The Garden is an earthly paradise, filled with lush vegetation, surreal landscapes and dream-like creatures, where Sinners are drawn into temptation. It is a place of freedom where they can frolic and indulge in hedonistic pleasures.

The Underworld mirrors The Garden, a realm of shadow and suffering, where the cursed are sent and must escape from. A place with unearthly beings that plan your agony at every opportunity, beasts that were released by the angry twins.



2. Inspiration

BESTIARY is inspired by the strange work of **Hieronymus Bosch**, a Dutch Renaissance painter who is known for his surreal and subversive creations.

H. Bosch's paintings can be considered a gateway to understanding the BESTIARY lore.

The most expressive piece of art created by H. Bosch is by far **The Garden of Earthly Delights**³ from which the idea of The Garden and The Underworld was originally inspired from. It is the magnum opus of early netherlandish paintings.

H. Bosch was, allegedly, an Adamite, part of a heretic group that "strove for a form of spirituality immune from sin even in the flesh, and imbued the concept of lust with a paradisaical innocence"⁴.



3. Hieronymus Bosch, The Garden of Earthly Delights, oil on oak panels, 205.5 cm × 384.9 cm, Museo del Prado, Madrid

4. https://en.wikipedia.org/wiki/The_Garden_of_Earthly_Delights#Interpretation (1947, Wilhelm Fränger)



3. The Ecosystem

3.1 The Garden DAO

The **Garden DAO** is at the core of the **BESTIARY Ecosystem**. It's the base contract with which users can interact with different parts of the **BESTIARY**.

This **Decentralized Autonomous Organization**⁵ will enable users to participate in every aspect of **BESTIARY**, from voting on the development of **GOB™** to competing in tournaments and earning coins.

One crucial aspect of **The Garden DAO** is to connect physical assets to their digital counterparts. For example, owners of **physical GOB™** can authenticate their ownership on the **blockchain** and compete in tournaments or quests by playing in real-life. Another example could be trading physical cards and moving ownership within the **DAO**

The Garden DAO will be a Solidity contract on the Ethereum Network and users will interact with it via the **BESTIARY APP** or **The Lume**.

More details and a technical overview of the contract are to be expected in the **Official BESTIARY Whitepaper**.

⁵. A decentralized autonomous organization (DAO) is an entity with no central leadership. Decisions get made from the bottom-up, governed by a community organized around a specific set of rules enforced by code on a blockchain. (<https://cointelegraph.com/decentralized-automated-organizations-daos-guide-for-beginners/what-is-decentralized-autonomous-organization-and-how-does-a-dao-work>)

3.2 NFT Collections

The **BESTIARY** team is developing a complex web3 experience that gravitates around **unique NFT collections**. Each collection will be referred to as a **Volume**.

3.2.a Vol. I – GENESIS

GENESIS is the first volume of **BESTIARY**. It is a collection of **10,000 unique NFT beasts** that will give holders **access to The Garden DAO**.

Minting price for one beast NFT will be **0.333 Eth**.

3.2.b Vol. II – SINNERS

SINNERS will be the second volume of **BESTIARY**. It is a collection of **10,000 unique NFT sinner avatars** that will give holders **access to The Garden DAO & The Lume Online Experience**.

All beast holders will get a **whitelist spot** for the minting of **Sinners NFTs**. Beast Holders will be able to mint them at half the price.

3.2.c Vol. III – PLACES OF THE GARDEN

PLACES OF THE GARDEN will be the third volume of **BESTIARY**. It is a collection of **unique, dynamic building NFTs** that will give holders **access to The Garden DAO & Ownership of real-estate in The Lume Online Experience**.

3.2.d Vol. IV – DECK OF BEASTS

DECK OF BEASTS will be the fourth volume of BESTIARY. It is a collection of unique NFT collectible cards airdropped to all holders. They will be used to play GOB on the blockchain. All NFT holders will be free minted BEAST Dynamic NFT Cards correlated to the NFTs they possess.

3.2.e General info

All BESTIARY NFT holders will be referred to as Sinners.

All volumes will be launched on the Ethereum network.

All minting will be done at:
<https://bestiary.garden/store>.

The launch date for all volumes is to be announced.

After the minting process is complete, users will instantly receive their NFT in their wallet. That specific NFT will then be available on **Opensea**, where it can be further traded. A **10% royalty fee** will apply when selling on the secondary market.

In order to mint, users will need to connect their Ethereum compatible wallet to our store as **BESTIARY is not a wallet provider**.

All the artwork created by our team is original and made specifically for BESTIARY.

3.3 Community

3.3.a SINNERS

Sinners represent the BESTIARY community. They are a key part of the ecosystem.

Sinners will partake in **The Garden DAO** where they can exercise **their voting rights on key decisions** of **BESTIARY** project development.

Discord: **discord.gg/eH7zHCxqFx** is the official social channel for Sinners that is moderated by **BESTIARY Team**.

3.3.b Why be a Sinner?

Sinners will be the first community to embark on a revolutionary blockchain experience. They will get access to **The Lume**, a one of a kind web3 metaverse.

If you are a part of the **BESTIARY Cesspool of Sinners** you will also **receive multiple rewards and airdrops**.

GENESIS holders will receive:

- whitelist minting for Vol. II – SINNERS.
- BEA\$T Token* airdrops
- free mints for Vol. IV – DECK OF BEASTS.

SINNERS & PLACES OF THE GARDEN holders will receive:

- BEA\$T Token* airdrops
- free mints for Vol. IV – DECK OF BEASTS

*Refer to Chapter 5 – BEAST Token



3.4 Game Of Beasts [GOB™]

Game of Beasts [GOB™] is a fast-paced and fun **collectible card game [CCG]** where beasts are the weapon of choice. GOB is a physical and digital CCG.

3.4.a How to play GOB™

The game **components** are:

1. the cards
2. the beasts
3. the board
4. the chips



The cards will be used to **add or take chips** from the board.

The goal of the player is to **avoid taking the last chip** from the board. The player that takes the last piece automatically loses the game.

The winner of the game will be declared **The Conjurer** while the loser becomes **The Jester**.

A more detailed rulebook can be found in **The Conjurer's Handbook** at:

<https://www.bestiary.garden/game>

3.4.b Development & Production of GOB™

After minting the BESTIARY GENESIS volume, the team will work on producing GOB. Both versions of the game, the physical and online, will be developed in tandem with The Lume Online Experience.

With the help of sinners that vote in The Garden DAO and funds acquired from minting, BESTIARY will expand the team to be able to produce the game in the proposed time frame. If needed, the team will outsource parts of the development in order to produce the best quality product.

A key part in development will be the **input of the BESTIARY Community**. Sinners will be in touch with all parts of production through social media and **The Garden DAO**.

GOB will be available for purchase from our store and in partner shops worldwide.

3.4.c The Lume™

The Lume is a **3D online experience** designed for the community of sinners to mingle, frolic and play with each other. Here users will be able to chat, explore, challenge each other to play **GOB**, engage in play-to-earn quests and compete in tournaments.

The Garden & The Underworld are two interconnected worlds inside The Lume. The Sinners will be able to freely move from one world to another. Movement will be similar to a third-person **video game**.

The Garden is an exotic paradise filled with lush vegetation and strange creatures while **The Underworld** is a dark, mysterious place where **The Conjurer and Jester invite sinners** to play their games.

Sinners that own a **sinner NFT avatar** will use that avatar as a character in the online experience.

Sinners that own a **beast NFT** will be followed by that particular beast inside the environment. Their beast can be considered a **companion**.

Sinners that own a **building NFT** will possess that piece of real-estate inside the online experience. They will be able to organize events and competitions on their land in **The Garden**.



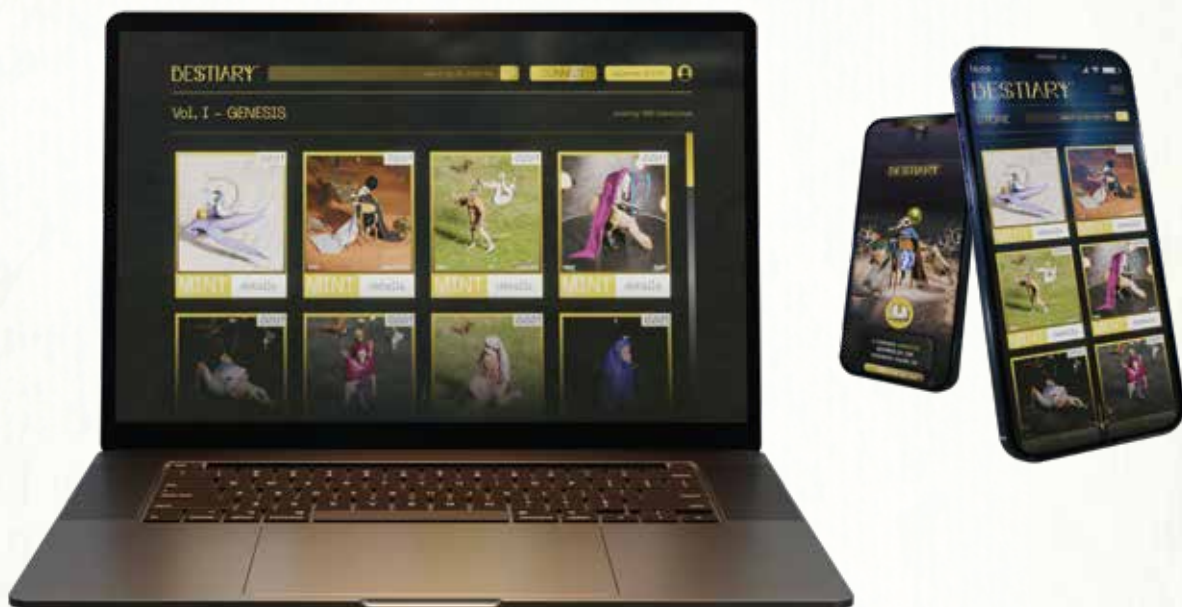
4. The Souk

The Souk is the Official BESTIARY Store. This is where users can mint NFTs, buy GOB™ or purchase merch and collectibles.

The only official place to access The Souk is at:
<https://bestiary.garden/store>

The Souk will also be available via the BESTIARY App.

In order to use The Souk you must own an **Ethereum Compatible wallet**, such as **Metamask**, and connect to the website. Once connected, you can mint or purchase anything using ETH. In the future the **BESTIARY** Team plans on expanding currency options and integrate the governance token **BEA\$T**.



5. BEAST Token

BEA\$T [\$BST] is the governance token of the BESTIARY Ecosystem. It plays a key role in the way sinners interact with The Garden DAO.

The token will be used as **reward for holders**, as **governance token for voting** in the DAO and as **currency** inside The Lume.



The launch date for BEA\$T Token will be the same as for The Garden DAO and The Lume Online Experience.

More details about the contract and how it works are to be expected in the Official BESTIARY Whitepaper



6. Disclaimer

This paper is only a brief overview of the **BESTIARY Project**. It does not contain any technical or detailed description of any part of the Ecosystem.

The BESTIARY Litepaper is meant only as a guide to understand the project in its inception phase and is subject to change over time as the project evolves.

All rights to the **BESTIARY** logo and image, as well as all artwork and intellectual property described in the paper, are reserved.

7. Conclusion

BESTIARY is building the first Physical & Blockchain CCG with a long-term sustainable Ecosystem that incentivises trading and gameplay.

GOB™ will create a thriving environment to trade and interact with BESTIARY on the Blockchain and outside of it via the BESTIARY App.

The Garden DAO will link blockchain with physical gaming, attracting casual and competitive gamers **in a novel web3 experience** that will captivate the imagination of the metaverse.

