

D E F E N D E R S O F  
**DOGEWOOD**



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This project is an RPG that takes place 100% on-chain, with all art generation, gameplay, and animations done all within the Ethereum blockchain.

The game is made up of many phases with the first phase taking place on ETH and all future phases of the game will take place on Layer 2 given the game mechanics' complexities this is necessary to remove gas fees while playing the game and provide an overall better user experience.

# PHASE I

## MINTING, RECRUITING, CLASSES

The first phase of the game will start when minting begins and the defenders are generated at the mint. They will have a series of traits and a \$TREAT multiplier determined by the composition of the Traits.

## TRAITS

These core traits will determine aesthetic, and in some cases, determine how many \$TREAT your defender can harvest in a day.



\$TREAT is the utility token within the game and it can be earned in a number of different ways. Always remember 1 \$TREAT = 1 \$TREAT.

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## RE-ROLL



As soon as your Defender is minted you will have the opportunity to reroll for your core character until the game officially begins, which will be 12 hours after the public mint starts. You can re-roll as much as you would like, but the cost to re-roll is 0.01 ETH or 50 \$ZUG.

Re rolling your character will give you the chance at getting a new race or a more exclusive character with different abilities.

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## GAME START

Once you are happy with your character and the game officially begins you will then have four options.

- 1 Do nothing - Yes, literally do nothing.
- 2 Forage
- 3 Recruit
- 4 Re-Roll

# FORAGING

Every defender will be able to forage 1 \$TREAT per 24hrs + the multiplier or deduction determined by various class forage abilities, breed traits, and buffs.

$$\text{1 } \$\text{TREAT} + \text{Multipliers} = \text{\$TREAT per 24 Hours}$$

# RECRUITING

Recruiting a new defender is the process of minting a new Defender to join your squad. Recruiting a new Defender will cost \$TREAT and put you in a time out of 12 hours to prevent that defender from foraging for more \$TREAT or recruiting a new defender until the time has expired. The price to recruit a new Defender increases exponentially as more Defenders are recruited the cost breakdown is explained below.

| Number of Defenders | Treat Cost         |
|---------------------|--------------------|
| 0 - 3,000           | 4 \$TREAT          |
| 3,001 - 4,600       | 25 \$TREAT         |
| 4,601 - 5,000       | 85 \$TREAT         |
| 5,000+              | None Mint Complete |

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## BREEDS

Breeds will have some minor influences on stats and abilities throughout various phases. Their +skills will be meaningful, but not game-breaking. The different color pallets available per breed vary and are shown on our website: [dogewoodnft.com](https://dogewoodnft.com)



**SHIBA INU**



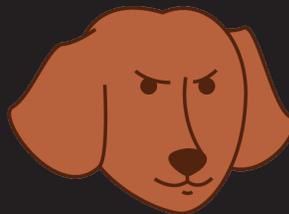
**PUG**



**POODLE**



**BULLDOG**



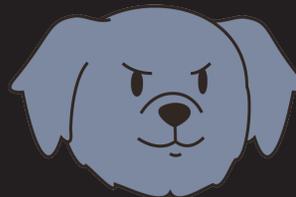
**DACHSUND**



**CORGI**



**PITBULL**



**LAB**

# CLASSES

Classes are one of the most important mechanics for this RPG and will play an extremely important role in all phases of gameplay.

In the near term, classes will affect your foraging ability and have an extremely important role in Phase 2 which will be Quests and the Defender's journey to retake Dogewood back from the betrayers.

They will encounter many challenges along the way and class composition will play an important role in the success of your hero's quests. You will either want to form a team of well-balanced Defenders with other members of the community.

## WARRIOR



### DESCRIPTION

The warrior specializes in being a frontline melee force. Plan on abilities being centered around melee damage and defense of self and team.

### ARMOR

Sword and Shield

### FORAGE ABILITY

**Heavy Swing:** Whenever you complete a harvest event in staking, the warrior has a 15% chance to harvest to an additional 25% per staking period and a 15% chance at a 25% reduction in total \$TREAT harvested for when the swing breaks the \$TREAT.

## ROGUE



### DESCRIPTION

Rogues specialize in all things sneaky and lucky. They'll bring a diverse set of utility skills along with opportunities to get great value from their actions.

### ARMOR

Small Weapons

### FORAGE ABILITY

**Lucky Find:** The Rogue has a 10% chance to forage triple \$TREATs.

## HUNTER



### DESCRIPTION

Hunters are specialists when it comes to nature and tracking. With their mighty bow and nose, expect them to provide heavy ranged support damage with other various utility.

### ARMOR

Bow and Arrow

### FORAGE ABILITY

**Master Tracker:** The Hunter is a master of tracking \$TREAT, and harvests 1.25 \$TREAT every 24 hours

## MAGE



### DESCRIPTION

Mages harness the power of \$TREAT to cast powerful elemental magics to lay waste to the foes of Dogewood in both a physical and mental capacity

### ARMOR

Cloth

### FORAGE ABILITY

**Explosive Magic:** The mage uses their magics to harvest \$TREAT with explosive efficiency and general disregard. The mage harvests 2 \$TREAT every 24 hours, Whenever a \$TREAT harvest event occurs, there's a 50% chance to accidentally destroy a portion of the \$TREAT, resulting in only harvesting 25% of the \$TREAT

## CLERIC



### DESCRIPTION

With their devotion to "The Master", Clerics bring forth the light to heal and defend their allies, as well as smite their enemies, in a way only the goodest of doges can.

### ARMOR

Mace and Icon

### FORAGE ABILITY

**Blessed Guidance:** The Cleric devotes themselves to the will of The Master, and in return, are gifted with clarity on their journey. The guidance allows the Cleric to consistently forage 1 \$TREAT per day, no matter the conditions.

## BARD



### DESCRIPTION

Armed with the power of music and charisma, the Bard specializes in bringing various utility abilities to their allies.

### ARMOR

Instrument & Leather

### FORAGE ABILITY

**Song of Harvest:** The Bard plays a beautiful song that inspires themselves and all in their companionship. The Bard's \$TREAT forage increases by 0.1 \$TREAT per 24hrs for every other Doge held in the owner's wallet unstaked.

## FORAGER



### DESCRIPTION

Foragers have dedicated their lives to one purpose - "Find \$TREATS". While not strong in battle, they make for the most formidable resource harvesters in all of Dogewood.

### ARMOR

Pickaxe & Cloth

### FORAGE ABILITY

**Artisan:** The Forager has dedicated their life to the craft of finding \$TREAT. The Forager gains +.33 to \$TREAT/24hrs every level.

## MERCHANT



### DESCRIPTION

The merchant has what you need. Traveling with a stock of potions and other bouncing baubles, the merchant provides a variety of utility that will not only aid allies, but provide unique flavor and strategic options to any team.

### ARMOR

Snack, Potions, & Cloth

### FORAGE ABILITY

**Traveling Merchant:** The merchant ALWAYS has what you need, and is ready to make the sale to wandering customers on the road. How good of a sales trip is it? Well, that's another story. When the Merchant claims its total forage, \$TREAT earned will be multiplied by a random number between 0.8 and 1.3.

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# LEVELING

All characters and their components will have a leveling system attached to them. Leveling in Phase 1 will only affect the Forager, however, in future phases leveling will play a crucial role in your questing success. This is the current \$TREAT cost structure to get to each level. (Note: \$TREAT must be paid in FULL to upgrade.)

| Level 1 | 2  | 3  | 4  | 5  | 6  | 7  | 8  | 9  | 10 |
|---------|----|----|----|----|----|----|----|----|----|
| N/A     | 12 | 16 | 20 | 24 | 30 | 36 | 42 | 48 | 54 |

| 11 | 12 | 13 | 14 | 15 | 16  | 17  | 18  | 19  | 20  |
|----|----|----|----|----|-----|-----|-----|-----|-----|
| 62 | 70 | 78 | 86 | 96 | 106 | 116 | 126 | 138 | 150 |

# PHASE II

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## PLAY TO EARN QUESTS

The fun will really begin to heat up in Phase 2 and all of your game strategy decisions in the first phases will start to come into play here.

Journey with companions through a multi-act roguelite style campaign that will challenge your party composition and reward you with \$TREAT and other goodies each time you begin a quest. As you gain \$TREAT, you'll be able to build your characters up to make the journey even easier, eventually making it to the end to defeat the betrayers in the castle, rewarding you with prizes ranging from phat lewt to ETH.

A more detailed white paper on the specifics of the quest gameplay will be released towards the end of Phase 1 to help you strategize your plan to complete the master quest reclaim Dogewood be rewarded with the Kings loot of made up of 10% of our mint proceeds.

# PHASE III

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## PEER TO PEER BATTLES

As in any Kingdom, there will always be feuds among clans and families. This Phase will allow for battle among clans and allow participants to wager \$TREAT. In this Phase we will be introducing a layer 2 solution as the gameplay will be more active and we don't want you to waste hard-earned ETH on gas.

# PHASE IV

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## COMMUNITY IDEAS

We are building this game for two reasons. The first is to do what has never been done before on-chain and the second is to create a fun engaging experience for all of our community members. We have our own ideas for Phase 4, but we know our community members may have better ones and we want to work with you all to shape the future of Dogewood!

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