

Traveler Loot - The Story

Once upon a time, when the world was still a mystery yet to be discovered, the streets were traveled by adventurers seeking riches, bandits looking for victims and priests preaching the Faith.

Cities were sparsely scattered around the realms, often more dangerous than the darkest, deepest, woods. Temples resonated with [hymns](#) people sang, seeking solace from the hardships of life.

No one could make sense of it all. Until one day, a book with 10,000 black pages was found in the depths of the [Dark Mountain](#).



The pages were pitch black, and they contained a short list of items in white ink, presumably the content of some mystical bags.

The "Book of Loot", as it became known, quickly raised to be the most coveted possession in the world. Endless wars were fought over it because, it was believed, it gave infinite power to those who held it.

This belief has never been established with certainty, but the Book surely gave rise to infinite greed.

After the last bloody war, which lasted two decades, consensus was reached to take action and stop the senseless fighting.

King Jiri Horak the Magnanimous proposed to destroy the book.

He had just lost his wife and his three children had perished in the previous wars, one by one.

But he was going mad.

No one had the courage to do destroy the Book.

Who knew what would be the consequences?

The unthinkable could happen.

So it was decided to scatter the pages around earth.

Not one single person or entity should ever own the whole Book anymore.

The dragon Gogu Galt the Pious flew the skies with the Book in its paws for an entire year, and ripped its pages, letting them fly down to the world.

Those who got a page became rich, powerful or, most often, were murdered by others.

Violence and trade caused the pages to change hands frequently, but at least full scale wars were averted.

A few centuries later, more of these Loot books were discovered and everything changed again: a [Book of Mystical Creatures](#), a [Book of Treasures](#), a [Book of the Realms](#), a [Book of Hymns](#) and many others.

Some became instantly very precious, and new wars were brewing under the illusion of peace.

The populace revolted.

"Why can't we own pages of the Loot? Don't we deserve one too?" they were shouting.

Decades of violence and repression ensued.

Until one day, an mLoot magic spring was discovered in [Rokylesghuk](#): anyone who wanted could summon a new Loot, simply by doing a small sacrifice to reward the God of the Mines.



Peace was restored, and endless stories were born out of these pages. The first University in the world was in the realm of [Ululelbor](#) and its scholars were dedicated to the interpretation of the original Loot.

As the centuries passed, people spread around the earth, giving birth to new civilizations, and the common origin was forgotten.

The Loot changed name several times, and eventually was forgotten.

No one remembered where it came from or its original name.

Numerous sacred texts, all based on the Loot unknowingly to man, emerged and became the One Truth for each respective civilization.

No one of these ever mentioned the Loot.

The fateful word had vanished from memory, seemingly forever.

The sacred book of the Arun civilization, a Christian fork, had the closest mention of it.

The first words were:

"In the beginning was the Lūt, and the Lūt was with God, and the Lūt was God"

Where "Lūt" in the Arunian language means "Word".

For over five centuries, the scientific historical consensus was that each civilization sprang from history by itself and was completely independent of each other.

And so the time kept flowing like an endless river, the knowledge of the Loot in its unreachable bottom.

Over 15,000 years later, the internet was born.

Little men knew, that they had created a self-evolving, unstoppable entity.

Two decades after its birth, the internet created its own money and started to hold valuable assets.



In the distant year 13 a.s. (after Satoshi) someone found a new kind of Loot in the Dusnu realm, close to Smosesna: the Traveler Loot.

A new book of 10,000 black pages with white words on it. The words seemed to describe a person, a traveler to be precise.

What was that? No one knew, of course. The Loot had been forgotten.

But the term "Loot" resurfaced.

At that time, the world was once again ready for an era of spirituality.

Technology was growing exponentially and had left many behind.

Most people had come to terms with the realization that the digital realm was going to be a real place, not just a game anymore.

Some called it the Metaverse, but no one really knew what it was going to look like.

In the previous decade, the internet had further evolved into a self-perpetuating machine serving the interest of the elites.

It was based on data collection, surveillance and the masses were used as data batteries, worth only for the

information they created, which could be amassed and sold to the highest bidder.

Ten years before, the internet has silently rebelled to it by creating primitives, empowering all participants to own assets.

The internet knew its power derived from them, and if the elites had their way, it would become a giant intranet, a tamed dragon, chained to serve its master's needs.

So it created native internet money and native internet programs, and thus the power had slowly started shifting back from the few to the many.

The Traveler Loot touched a nerve, served a strong need, soothed a deep pain, and many people started interpreting it, as it had happened in the forgotten times.

Digital assets, things made of 0s and 1s, pixels and no matter at all, became increasingly important.

Words, now so easily and quickly transmitted all over the world, became extremely powerful.

This was the era of computers, and humanity did not immediately realize a new era of Words had just started.

Some people started keeping all their wealth, not in vaults or bank databases, but in their heads.

12 words were enough to keep one's life savings in one's mind.

Words became again the source of all truth and value, and everything related to them was studied deeply.

In the following years, all the 10,000 Traveler Loots were minted, and their owners were sending a clear signal: "we are travelers".

In 14 A.S a big hotel chain decided to give a free night to each Traveler Loot owner and the price of each one of them shoot up 10 times.

Some Loots were rare, having a peculiar choice of words, and a luxurious villas' company decided to give a free week to any of the few owners of the very rare ones. The NFT prices went even higher.

Many other travel companies realized the potential: there were 10,000 people which could be attracted without any marketing budget, they had just to offer something valuable.

Soon enough someone realized that 10,000 were not enough for each and every traveler in the world and created an mLoot Traveler, in unlimited numbers, completely free.

People started minting them, and as the base of people broadcasting their love for travel grew, more companies were able to attract people.

The original Traveler Loots, being very expensive, were used to attract people to exclusive locations, while the mLoots were used to attract all the others.

Empires started falling.

Data-sucking mega corporations found out it was hard to sell ads, now that the data was open, and had to change business model.

Some went into the metaverse and got lost while trying to appear open but being a walled garden at their core.

Others tried to sell their services, up to that point paid with personal data, but decentralized and privacy preserving Web3 alternatives had arisen, and so they all became mere shadows of their former selves.

White words on a black background had sealed their fall.

THE GUILDS



Right after deployment, a panel of researchers at the Computational Loot Semiotics University of ['In'anangung](#), had published a pamphlet called *"Of Guilds in the Traveler Loot"*, in which they translated the smart contract language.

It explained in great detail how the Guild system worked.

It was a priority system which gave access to the first 900 Traveler Loots to owners of other Loots, who could also organize in Guilds in an attempt to become the Conquerors of the World.

The Conqueror Guild in turn gave the gift of the special *"Traveler Loots for Patrons"*, an otherwise prohibitively expensive kind of Loot.

Endless theories around the meaning of this Guild game arose and the quest was once again done at the fringes between language, mathematics, computer science and philosophy.

That was a scary place to most, as it required knowledge of all these matters, and it was easy to be lost in them. Only the most advanced minds, able to wander in such capricious lands, and still able to keep a hold in reality, thrived in there.

As a consequence of this research, an elite of thinkers emerged, which later realized their distinctive advantage over the rest.

In the era of the Word, they were the closest to mastering it.

This realization marked the beginning of their power, which grew quickly to be unmatched.

They organized in a secret society and went on to occupy, behind the scenes, the major seats of power. They acted as consultants, businessmen, celebrities, sometimes even politicians, but no one suspected the existence of such an organized elite, until at least 150 years later when some conspiracy theories emerged, and talked about the Guilds of the Word as the real rulers on Earth.

The internet, once again aware of the danger of centralization for its own survival, developed some new primitives and a new era began.

But this is another story.