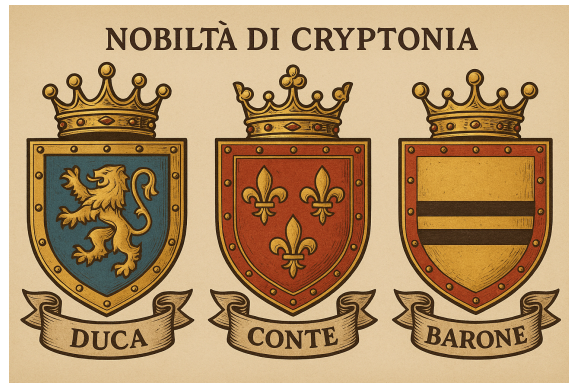




The two ways to become a Noble in Cryptonia



1. Purchase of a vacant title

- Direct, quick path, available only if there are free titles (Baron, Count, Duke)
- Requires economic availability → useful for initial fundraising
- It does not grant royal authority if the noble is inactive or isolated
- He who buys has honors, but must defend them if he is challenged



"You have the title. But you must deserve the power."



2. Conquest by merit and uprising

- Long, narrative and meritocratic path
- Starts as a citizen → grows in the Guild → leads alliances → leads a revolt → becomes Regent
- It can lead to becoming a legitimate Baron if recognized by the Senate or the King
- Much more rewarding and respected in game



"You have the power. Maybe one day, you will even have the title."

Possible advancement mechanisms in the Guilds

- Merit (e.g. missions accomplished, written texts, technical or narrative contributions)
- Active service time
- Internal vote (among higher-ranking members)
- Appointment of the Noble Patron (if affiliated to a House)
- Symbolic exam or Guild test