Administrative Organization of Cryptonia

The Kingdom of Cryptonia is organized according to a hierarchical territorial structure, founded on the principle of Balance between People, Nobility and Land. Each territory is an integral part of the symbolic, political and economic geography of the Kingdom.
The administrative subdivision allows the orderly exercise of sovereignty, the distribution of noble titles, the establishment of the Guilds and the development of civic and productive activities.
This structure, sanctioned by the Constitutional Charter, establishes:

- the organization of Duchies, Counties, Fiefdoms and Civic Districts;
- the criteria for noble government and popular participation;
- the distribution of titles and spaces to be claimed through NFTs and Patronages.

Each territorial level has a symbolic and functional value, and is associated with responsibilities, privileges and development possibilities.
The map of the Kingdom is not just a geography, but a living code of alliances, competences and legitimacy.

Level	Territorial Name	Assigned to	Maximum Quantity per Duchy	Amount Maximum in the Kingdom	Function
1. Province	Duchy	Duke/ess	9	9	Main regions of the kingdom, each with a capital, associated guilds and court
2. County	County	Count/ess	18	162	Secondary thematic areas (cultural, commercial, alchemical, etc.)
3. Fiefdom	Barony	Baron/ess	36	324	Local territories, castles, small villages or arenas
4. Civic District	Village or neighborhood	Citizens and Guilds	Unlimited	Unlimited	Popular areas, awarded via merit, tokens or participatory activities

---

🧭 Constitutive Principles of the Map

- Each Duchy includes 18 Counties and 36 Fiefdoms.
- Each territory has a visual identity (coat of arms, flag) and thematic vocation (e.g. artistic, mining, ritual, mercantile).
- Guilds can settle in any district, but form patronages with nobles to obtain lands and privileges.
- The Borders are visible in an interactive map, which can be updated with expansions, events or symbolic wars.

Administrative divisions

#	Name of the Duchy	Motto	Theme / Identity	Heraldic Color
1	Duchy of Roccanera	*"Where silence is law and shadow reigns."*	Mountainous, austere, granite strongholds	Black and silver
2	Duchy of Darkwind	*"Blow on those who resist, subdue those who challenge."*	Windy plateaus, nomadic guilds	Ice blue and grey
3	Duchy of Fiumeluce	*"Where water leads, life flourishes."*	Fluvial, fertile, mercantile	Emerald green and gold
4	Duchy of Solfeggio	*"Every sound is enchantment, every echo is a command."*	Musical, bardic, cultural	Purple and copper
5	Duchy of Ombrafonda	*"He who fears the night does not deserve power."*	Caves, secret guilds, alchemy	Dark red and black
6	Duchy of Marepietra	*"The rock does not sink. The sea does not forgive."*	Maritime, coastal fortresses, sailors	Dark blue and white
7	Duchy of Silvermoon	*"Wisdom shines where silver is silent."*	Mystical, arcane, wayfarers and wise men	Pearl white and indigo
8	Duchy of Sangualto	*"Courage is shed, blood rises."*	Chivalrous, military, tournament and honor	Bright red and gold
9	Duchy of Ferrovivo	*"Fire shapes, will forges."*	Industrial-fantasy, craftsmen and blacksmiths	Iron gray and bronze

🏰 **Duchy of Roccanera – Counties**

1. County of Roccapietra
2. Narrowwind County
3. Blackfosh County
4. White Hind County
5. County of Valdombra
6. County of Castelgelo
7. County of Torrenera
8. Sleeping Wolf County
9. County of Foscolupo
10. County of Grottaviva
11. Scudoduro County
12. Silent Dragon County
13. Greywall County
14. Blacknut County
15. County of Pietravuota
16. Silvanera County
17. Torrelama County
18. Fiery Crow County

County Nomination Mechanism

The 18 counties of **Duchy of Roccanera** they were appointed directly in the founding phase. For the other 8 Ducatis, the **DAO of the Kingdom of Cryptonia** will have the right to appoint, by popular vote, the official names of the Counties. Each citizen will be able to propose and vote on names and vocations, according to the methods established by the Civic Participation Code.

The King or the Sovereign Court will retain the power of veto or final ratification, to guarantee narrative coherence and prestige.
Each County thus named will be officially included in the map and in the Book of Lands of the Kingdom.