

## Legendary Locations of Cryptonia in the Duchies

**Legendary Places** are mystical, symbolic, or arcane sites that dot the ritual geography of the Kingdom of Cryptonia.

Each of them holds a narrative, spiritual or social function, and is intended to host **events, missions, tournaments or collective trials** that leave a trace in the **Chronicle of the Kingdom**.

### **Scope**

- Activate game dynamics and collective storytelling
- Encourage creativity and civic participation
- Reward the merit, cohesion or courage of Guilds and Citizens

### ♀ **Subjects Involved**

- Active citizens (individually or in groups)
- Recognized guilds that propose events or rituals
- DAO of the Kingdom, which approves and finances the activation
- King and Sovereign Court, with power of veto or extraordinary approval

### **Activation Mechanism**

1. A proposal is submitted to the DAO with objective, budget, timeline and location.
2. If approved, the location becomes **active for a limited time** and acquires value in the news.
3. At the end, the event comes **recorded in the Book of Chronicles**, with the names of the participants and the outcome.
4. Each Location can be reactivated over time, but never overlapping.

Name	Description	Duchy
Aldobrandi Palace	Ancient noble residence, home to rituals and secrets, with access to forgotten dungeons	Duchy of Roccanera
The Palace Dungeons	Underground labyrinths, prisons of honor, arcane rooms (great for investigative events)	Duchy of Roccanera
The Witch's Olive Tree	Thousand-year-old tree, meeting point for lunar rituals and initiation tests	Duchy of Roccanera
The Temple of the Great Contemplation	Silent sanctuary, where visions become law and prophecies are heard	Duchy of Ventofosco
Magic Animals Rescue Center	Refuge for magical creatures, place of healing quests, training or family alliances	Duchy of Ventofosco
Tarot Garden	Park animated by living arcana; spiritual duels, consultations and mystical readings are held there	Duchy of Ventofosco
Thermal Falls Mill	Building among the vapors and sacred waters; it can host events, symbolic rebirths, rare cures	Duchy of Fiumeluce
The Corvalan Abyss	A bottomless circular chasm on the border between two Ducatis. They say he swallows the truth and returns only half lies.	Duchy of Fiumeluce
The Bridge of Lost Guests	A stone bridge suspended over nothing, visible only at night. Some disappear, others return changed.	Duchy of Fiumeluce

Name	Description	Duchy
The Tower of Specchigrigi	Arcane tower inhabited by an extinct Guild. Each room reflects a different past of the visitor.	Duchy of Solfeggio
The Crypt of Sangualto	Tomb of the chivalric founders. Every year, nobles compete to offer gifts to the sleepers.	Duchy of Solfeggio
The Forest of Vanished Names	Talking trees and magical mists. Only those who have forgotten their name can cross it unharmed.	Duchy of Solfeggio
The Neraluce Staircase	Stairway carved into the mountain, consisting of 99 black stone steps. It is said that whoever walks through them all without turning becomes a seer.	Duchy of Ombrafonda
The Monastery of the Mute Echo	No one can speak, but everything is heard. Sacred place for the Guardians of the Truth.	Duchy of Ombrafonda
The Salt Labyrinth	Labyrinth dug under a dried up lake. It is always changing, guided by forgotten voices.	Duchy of Ombrafonda
The Banner Ruin	Ancient battlefield where every flag planted remains forever. Tournaments of honor are held here.	Duchy of Marepietra
The Gate of the Second Sun	Stone arch that opens only at dawn on solstices or during eclipses. Door to unknown lands.	Duchy of Marepietra
The Hearth of the Blind Dragon	Smoking crater where the spirit of a dragon without sight but with a thirst for truth is said to dwell. Only those who lie burn.	Duchy of Marepietra

Name	Description	Duchy
The Island of White Tears	Emerging only every full moon, it is a place of repentance and oath. The agreements here are eternal.	Duchy of Lunargento
The Toppled Cathedral	Built underground, upside down. Each song here frees or imprisons a spirit.	Duchy of Lunargento
The Spire of the First Oath	Lonely peak in the mountains. Every noble title, before the Royal Edict, was sworn here.	Duchy of Lunargento
The Prison of the Unsaid	Invisible prison made of regrets and silences. Only the Guardians of the Kingdom know the access.	Duchy of Sangualto
The Dunes of the Dry Memory	Changing sands showing visions of the past. For every truth learned, a memory is lost.	Duchy of Sangualto
The Source of the Last Name	Whoever drinks loses theirs. Those who resist can be reborn with a new title.	Duchy of Sangualto
The Throne of Red Moss	A forgotten throne in the forest. Each Regent who sits there dreams of the future of the Kingdom for three nights.	Duchy of Ferroviso
The Circle of Five Bows	Ritual place where the Guilds compete to obtain blessings, alliances or special rights.	Duchy of Ferroviso
The Tomb of the Anonymous Kings	No gravestone has a name, but the swords stuck in the ground tell forgotten stories. Only the most worthy can summon them	Duchy of Ferroviso

