List of Guilds
Document compliant with the Articles of the Constitution of the Kingdom of Cryptonia

Name of the Gilda	Main role	Skills / Activities	Internal Degrees	Guild Leader Election	Benefits / Rewards
Archivists	Keepers of knowledge	Chronicles, wiki, names/laws approval	Schoolboy → Sage → Caretaker	Vote among the Keepers every 3 months	Cultural tokens, right to name places/events
Builders	Tech development, NFT, metaverse	Maps, smart contracts, infrastructures	Apprentice → Engineer → Architect	Merit + vote among Architects every 2 months	% on projects, technical titles, digital lands
Merchants	Economy, exchanges, auctions	Pricing, commercial relations, exports	Merchant → Banker → Consul	Vote weighted on commercial reputation	Market bonus, access to presale and economic networks
Alchemists	Innovation, experiments, advanced utilities	Testing, R&D, creation of new tools	Apprentice → Explorer → Master	Designation between Masters + confirmation from the Crown	Rare NFTs, access to secret projects
Guardians	Security, moderation, justice	Community safety, gestione dispute	Patrolman → Defender → Captain	Appointment by the Crown, with possible confirmation by the DAO or the Sovereign Court	Weekly rewards, symbolic suspension/ban powers
Wayfarers	Exploration, diplomacy, storytelling	Reports, scouting, links with external DAOs	Scout → Ambassador → High Wanderer	Free vote among the Ambassadors every 3 months	Travel NFTs, token rewards, external negotiation rights
Bards	Entertainment, art, show	Music, memes, creative events	Pupil → Artist → Court Master	Creative competition + public vote every 2 months	Personalized NFTs, visibility, invitations to prestigious events

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Initiates	Training and reception	Guide, onboarding, mentorship	Novice → Mentor → Reception Keeper	Internal appointment among the Mentors	Reputation, citizenship acceleration, special badges

The Guilds as Functional Houses of Nobles

Element	Description
Affiliation	Each noble can choose a guild to "adopt" as an operational house or personal army.
Strategic command	The noble does not command the guild directly, but exercises political and symbolic influence.
Guild Leader	He remains elected by the guild itself, but can assume the title of Champion, Castellan or Standard Bearer of the noble patron.
Guild function	Acts as a specialized unit in missions, events or campaigns (e.g. Alchemists = R&D, Merchants = Diplomacy, Guardians = Defense).
Loyalty and patronage	Guild members can swear loyalty to the noble in exchange for rewards (tokens, titles, lands).
Symbolic wars or tournaments	Nobles can compete in inter-guild tournaments, with reputation, territories or resources up for grabs.
Evolution	If a citizen becomes noble, he can found a new guild or inherit the patronage of an existing one.

Narrative Example

Duke Elion, noble of Cryptonia, adopts the Travelers' Guild.

The Walkers become his Wandering House, charged with exploring, mapping, and dealing with other digital realms.

The guild leader takes the title "Herald of the Duke".

If they win a narrative tournament between guilds, the Duke gains influence in the Senate and the guild gets a virtual land.