

1st Era Nations

This book contains information on nations established in the 1st Era of Civilization.

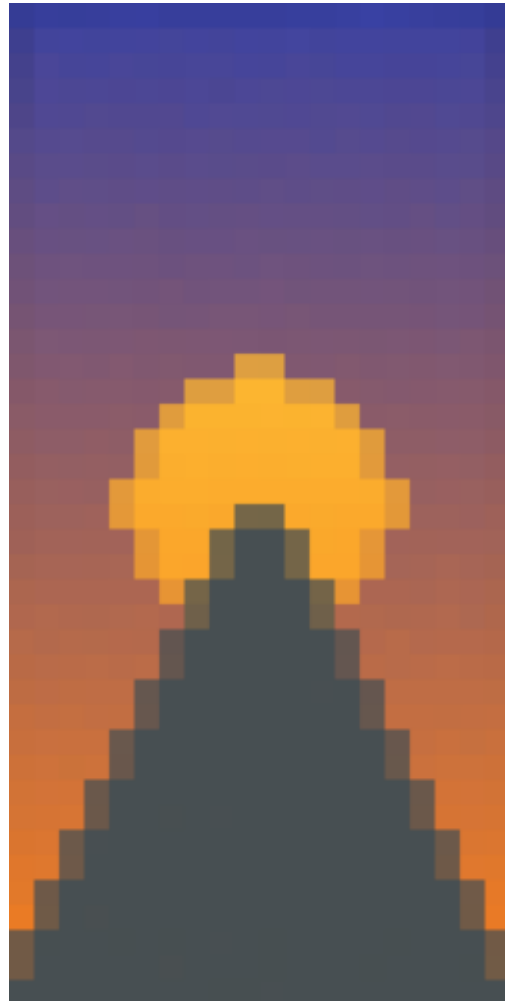
- [Stairway to Heaven](#)
- [Metro City](#)
- [Podzil](#)
- [Nameless P Castle \(NPC\)](#)

Stairway to Heaven

Stairway to Heaven was a civilization identified by the staircase leading up to a multi-tiered skybase. They were one of the slowest civilizations when it came to progression, with most members not really focused on gearing up in particular. A lot of unintentional competition between classes was common here, the most infamous one being the blacksmith conflict. This was likely due to the fact that the civ was right next to spawn.

Stairway to Heaven would be the first civilization to successfully declare a conflict ticket to kill one of its members, [Whispering Sun](#).

Population	~30
Structure	Skybase
Demonym	N/A
Allies	Metro City
Enemies	N/A
Era	1st Era



Player List

Permanent Residents:

Team Performance Overview			
Player Name	Role	Sessions Played	Short Description

Dreaded_Dust	Blacksmith/Leader	20	The leader of Stairway to heaven chosen by Steamy_Void. Changed classes with Tender Aether from blacksmith to builder, although once they died they suffered from a bug where they kept their blacksmith XP and essentially got locked into one class. Partially deaf (according to a citizen). Double bimbo.
Tender Aether	Healer/Unofficial right hand man of Dreaded	16	Builder turned blacksmith turned healer. Can be recognized by their royal-like skin. Changed classes with Dreaded Dust . Nearly had an aneurysm, due to having to share blacksmith xp with Whispering Sun , who became their number one enemy. Likes moist wood. Self proclaimed innocent angel of Stairway to Heaven. The one who'd successfully declare a conflict ticket on Whispering Sun . Murderer. Psychopath. Double bimbo.
Waking_Horizon	Librarian/Diplomat		Recognized by their fox mask, the first librarian. Was the one to built the earliest version of the Stairway and the initial platform. Tried to make a global map, and traded maps with other civs. Brought the first cactus of the server with Ebon.
Lulling_Sparkle	Librarian		Recognized by their blue and white skin. Has built a pink platform above Stairway to Heaven, where a second library was built.

Luminous_Void	Farmer		Can be recognized by the neon green fists, shirt and eyes. Has a strong enthusiam for dogs, bones and rotten flesh (to tame and breed more dogs). Also has extensive knowledge on the plug-in and knows how to min-max.
Umbral_Moth	Farmer/Ceke merchant		Can be recognized by the maid outfit. Owner of Moth's cakes. Eventually they got a 'glow up'.
Frosted_Frost	Farmer		Had a simple girl skin. Due to a bug, was able to summon a god called 'Necrotric_Echo' to gift them back the 10 sugarcane that was lost. Later on became a zombie.
Final_Dirt	Farmer		They have expanded the farms quite a lot, made a lot of pumpkin pies. Has built most of the farms by themselves. Can be recognized by their skin from the game called 'Off' which is an NPC, called a 'Whipped Elsen'. Its mostly white that cries blood.
Ghostly_Demon	Farmer		Master 90000 XP Farmer. Can be recognized by their greek-like skin with elf ears and a braid in their hair. According to their leader and right hand man, this citizen has probably the best skin. The citizens genuinely appreciated them and their great work ethic. Was so focused on farming, they reached 100.000 farming XP around Session 10. Unfortunately, fell through a hole in Session 12.

Shadowed_Burn	Farmer turned miner turned guardsman, turned blacksmith turned healer		Originally from Podzil, eventually defected. Recognized by their mostly pink outfit.
Steamy_Void	Miner		The primary miner. Can be recognized by their silver and gold armoured skin. Was the one who decided Dreaded_Dust should be the leader and the best pvper the civ had. Wanted to join the conflict, but it was too late at that point.
Necrotic_Angel	Farmer turned miner		Farmer turned miner. Can be recognized by their simpson skin Glenn Quagmire - Griffin.
Waking_Bliss	Miner		During the first few Sessions, has provided a lot of cobblestone to the builders.
Frigid_Breeze	Miner		Can be recognized by their purple/green color scheme. Has been confused as a weird looking Hatsune Miku once.
Advanced_Program	Miner		A miner recognized by their mainly brown color scheme and plaid pants. Mines like they are X- Raying.
Soft_Cloud	Miner turned builder		Recognized by their black hair and blue shirt. Really liked Dainty_Angel. Wanted to join the conflict, but it was too late at that point.
Chaotic_Hollow	Miner		Miner. Can be recognized by their skin that wears a white-blue striped pajama set.

Tangled_Echo	Miner		Dual citizen of the metro civ and Stairway to Heaven. Tried to get manpower for metro because they were lacking. The only miner present for Session 11-12 for both metro and Stairway to Heaven. Known formerly as Tangled_Willow, however, they have exchanged names with their spouse.
Unknown_Warden	Miner turned Builder turned Blacksmith		Recognized by their deep voice. Their skin originates from the game series called Kingdom Hearts. Provided a lot of materials to their blacksmith Tender Aether and leader. A really great miner. Manslaughtered by Dreaded Dust who placed a lava bucket and forced them in a downed state while burning. Then pivoted to Builder.
Windswept_Rain	Miner turned Guardsman		Miner turned guardsman. While on guard duty, met god and brought back cheese.
Dainty_Angel	Miner turned Blacksmith		Recognized by their Sunny skin and a texter. Was a miner exclusive to Whispering Sun . First one to have a small house inside the civ and built one for Whispering Sun as well. For the first time, has spoken in Session 10.

Burning_Smoulder	Builder		Can be recognized by a distinctive skin where the main color is orange. Based on Adachi Rei, a robot girl. One of the original founders of Stairway to Heaven, when there were only ~4 citizens. Has built most of Stairway to heaven and the best builder the civ had. Bimbo.
Flowing_Swirl	Builder		Destroyed the bed of Frosted_Frost. Made the drug shack for Ebon_Hollow . Recognized by their Obiwan Konobi skin.
Eon_Cycle	Builder		Mostly pink skin. Barely had a choice in what class they should persue as every builder the civ had would not show up, so they became one by demand, which Tender_Aether had to teach them for.
Ebon_Hollow	Healer		The first healer Stairway to heaven had, and also the first to eventually reach level 5 with the help of Ghostly_Demon and Tender_Aether . Good at pvp. Has googles on their head. Frequently chills on the suicide plank, later turned SAFE plank. Had a diary they recorded everything that happened to them. Potions master. Likes drugs. One of the original founders of Stairway to heaven.
Starlit_Spark	Healer		The second healer of Stairway to heaven. Has extensive experience on being a miner. Traded with another civ for 64 spider eyes. Can be recognized by the red bandage that covers their face.

Brumal_Demon	Healer		Can be recognized by their purple skin.
Sunlit_Sunbeam	Guardsmen		Recognized by their red hair and being a texter. The citizens firmly believed they were done for upon this revelation. Friends with Cinder_Kindle.

Temporary residents

Molten_Beacon	Blacksmith		Can be recognized by their purple heart cape and a suit with a red vest going all the way to cover their face. Defected to Podzil, which perhaps was the better outcome for them.
Surging_Angel	Miner turned Healer		Recognized by their duck skin with goggles in front. They were a miner and in S3 when Ebon Hollow wasn't there, they died and got really mad. This led to them stealing all the sugar cane and the healers had to fight for it. Went to Podzil to become healer level 3 and then roamed around the world.
Whispering_Sun	Blacksmith		Just integrated themselves into the civilization, even though they were technically exiled by Dreaded Dust , they remained. A texter who got along well with Dainty_Angel. Target of both Dreaded Dust and Tender Aether , who together conspired to somehow exile them ultimately out of the civilization. Recognized by their astronaut skin. In the end, the war party has accidentally soft banned them.

Meek_Blossom	?	?	Recognized by their pink hair. Texter. Wanted to create a nether civ.
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History

Session ~1-4

This was the creation of Stairway of Heaven. Waking Horizon just built a stairway and that is the origin of the name. [Burning Smoulder](#) built most of the civ.

Session 5-8

A member (Aerial_Twist) of the neighbouring civ Podzil only about ~800 blocks away has visited Stairway to Heaven three times, and all three times with the intention to brag about their obviously superior progression. Two individuals, Kindled_Bastion and Fluffly_Devil came to Stairway. They were noticed harvesting sugarcane without any farmer levels and after being told to leave the harvesting to leveled farmers, they left Stairway by boat and disappeared into the night, heading towards Podzil. After noticing their absence and the sugarcane chest being empty, they were suspected of having stolen the sugarcane and Waking_Horizon was sent as a diplomat was sent to Podzil to warn them. By the time they arrived, Kindled_Bastion had joined Podzil. After discussing the situation with the leader of Podzil, Final_Void, Kindled_Bastion and Final_Void traveled to Stairway to Heaven to speak with [Dreaded Dust](#) and try to understand what had happened. In the end Stairway and Podzil decided to not do anything about the matter.

Around this time, without permission, a skybridge (via Sunlit_Storm) had been built to connect Podzil and Stairway to Heaven. [Dreaded Dust](#) initially demanded the bridge be demolished, arguing it was a security thread and could be used to launch invasions into Stairway, but eventually agreed the bridge could stay if it did not directly connect to the skybase. The construction of the bridge led to many members of Stairway to leave the base for the first time to visit Podzil. Here, they spotted their ex-blacksmith Molten_Beacon, who had previously fought with the leader [Dreaded Dust](#) over charcoal (blacksmith xp). This was the first blacksmith problem.

As the members of Stairway began making their way back over the bridge, a tragic incident would occur, setting back the progress of the already struggling nation even further. It was the single greatest loss of lives the civilization of Stairway to Heaven would face, and it would earn the bridge the colloquial name of the Bimbo Bridge. Player after player, whether it be by phantoms or skill issue, would fall of the bridge, plummeting to their certain death. The players who fell were [Burning Smoulder](#) and [Tender Aether](#), which were the civilizations only two builders at the time, [Dreaded Dust](#) (x2), the civilizations only level 4 blacksmith, and Starlit_Spark, one of the two healers of the nation.

But as loss is the little brother holding the hand of his big sibling victory, Stairway to Heaven was able to recruit a new member to their civilization, a farmer called [Shadowed Burn](#).

Due to a previous agreement, [Dreaded Dust](#) and [Tender Aether](#) have decided to switch classes. [Dreaded Dust](#) would be a builder and take over [Tender Aether](#)'s projects, and through an 'I owe you' will funnel them with wood for charcoal, which they have also done for their leader in the early days.

However, soon seeds of another conflict would arise. [Whispering Sun](#) was leveling blacksmith as well and due to [Tender Aethers](#)' hate for sharing as a blacksmith, they have been very angry at this. Multiple times would very public fist fights take place, as both blacksmiths would fight for charcoal. (With downing included)

In an attempt to solve it once and for all, the tradition to gather around the campfire was used to directly address this. [Dreaded Dust](#) would specifically ask [Whispering Sun](#) if they would pivot to another class, which they vehemently shook their head to. When the leader asked both what their level was, both replied with blacksmith level 3, 66% towards level 4. So [Dreaded Dust](#) and [Tender Aether](#) wanted to create a competition between the blacksmiths to a race of who can get level 4 first. The loser has to change. But [Whispering Sun](#) wasn't there, so that didn't work. The whole ordeal was a rather awkward affair. This wasn't all of it, as the leader would reveal that [Whispering Sun](#) actually stole from the civilization. [Dreaded Dust](#) was already a level 4 blacksmith, but then they came along and took all blacksmith xp sources without permission. [Dreaded Dust](#) has tried to privately exile [Whispering Sun](#), without much success. This would hold back the civilization by having their first level 5 blacksmith for a few sessions.

Although the leader had wanted to be a builder and had died on the bimbo bridge, the game had other plans. Due to a bug, [Dreaded Dust](#) would be able to die without losing their blacksmith xp, which locked them into a class they found rather boring. The immortal blacksmith, caged in a prison of their own doing.

Thus, Stairway to Heaven had three level 4 blacksmiths. Rather pitiful, considering that most citizens of Stairway to Heaven wouldn't even be clad in leather armor.

This had to end.

So [Tender Aether](#) created the first successfully declared conflict ticket. On the surface would they speak to [Whispering Sun](#) in a peaceful manner, but underneath [Tender Aether](#) pulled out citizens of Stairway to Heaven individually into the pink platform above the base and try to recruit them to kill [Whispering Sun](#). Next session, [Tender Aether](#), [Dreaded Dust](#), [Unknown_Warden](#), [Shadowed Burn](#) and [Final_Dirt](#) would kill [Whispering Sun](#).

Session 9-10

It was rather anti-climactic, as they didn't collect anybody else to defend them. Searching different civs, nobody had seen them. They hid where the party couldn't find them, and eventually logging out. The conflict wasn't over just yet and was put on hold.

Session 11-15

People from Podzil came over and announced that there was going to be a wedding between Final_Void and Starlit_World, and asked if could have taken place at Stairway's cathedral,

[Dreaded_Dust](#) accepted the proposal.

By that choice, many players started spreading bad rumours about Podzil, which led to hate signs, hate speeches towards them and planning on ruining the wedding, which led to the leader of Podzil to come over to check if everything was safe and threaten a conflict ticket if things didn't get sorted out before the wedding.

The wedding happened in session 15.

Session 16-20

After the wedding, many people started joining less, which led to things getting stale pretty quickly at Stairway, where often farmers from Metro City had to come over to farm the land, just to not make everyone die from hunger.

During session 17, two players of Stairway: [Ebon_Hollow](#) and Windswept_Rain declared a conflict ticket towards eachother, which led to the win of [Ebon_Hollow](#), and the permanent death of Winswept_Rain in session 19.

During session 19, the remaining people of Stairway started to visit other cities, and other ones open libraries and started collecting books for everyone to read.

In session 20, the remaining people returned to stairway during the last 20 minutes, to hold one last bonfire before the ending of the Era.

Economy

In the early sessions when no civ had potatoes yet, [Tender_Aether](#) got a potato but it got destroyed. (eventually got a potato from [Metro City](#))

Stairway to Heaven would also have only one person kitted in iron gear, and the rest would be naked during the time the rest of the world got iron gear. And once the rest of the world got diamond gear, the civ would finally have a few of its members in iron gear.

The only valuable thing Stairway to Heaven had was perhaps the 64 spider eyes their healer Starlit_Spark had procured through a trade with another civ. Stairway to Heaven would be the only civ to have endstone and an enchanted apple (which was lost soon after!).

Government

[Dreaded Dust](#) would be the only leader, however, most citizens directed themselves. There was barely any managing needed from the leader in the first place. Perhaps this is why when [Dreaded Dust](#) would attempt to exile members or exercise their authority, most would not even listen or take them serious.

Culture

The first thing that made the civ what it is today, construction of the Stairway S1, its earliest version. Built by Waking_Horizon.

- Screenshot via Waking_Horizon

[aurafarm waking.png](#)

The construction of the first plank, the suicide plank built by [Burning Smoulder](#), S2.

- Screenshot via Waking_Horizon

[suicide plank earliest version.png](#)

The earliest version of the murder plank, S2. Made by the leader [Dreaded Dust](#), due to the murder lust of their newest member, [Tender Aether](#). Unfortunately, only a few have been hit off. Namely Aerial_Twist, [Dreaded Dust](#)

- Screenshot via [Tender Aether](#)

[earliest version of the murder plank.png](#)

Moth's Ceke.

- Screenshot via [Tender Aether](#)

[2026-03-08_16.22.53 1.png](#)

A tradition from [Dreaded Dust](#), who brought community time around the campfire at the end of every session. Earliest version, S2.

- Screenshot via [Tender_Aether](#)

[first campfire night.png](#)

Much to the dismay of many, they had an odd fondness for egging people.

Banner

The banner was designed [Burning_Smoulder](#).

It was meant to represent a Stairway going towards the rising sun [banner aaaaaaaa.png](#)

Gallery

Invasive Job board so people would stop asking who has what class.

Didn't work. Built by [Burning_Smoulder](#) and [Tender_Aether](#) Session 2.

- Screenshot via [Tender_Aether](#)

[2026-02-28_22.49.22.png](#)

When Stairway to Heaven didn't have a healer and everybody had to sleep in order to heal, Session 2.

- Screenshot via [Tender_Aether](#)

[2026-03-01_16.35.33.png](#)

Insane amount of dogs owned by Luminous_Void.

- Screenshot via [Tender_Aether](#)

[2026-03-07_22.07.21.png](#)

Every building of Stairway To Heaven:

Cathedral:

[2026-03-29_20.22.01.png](#)

[2026-03-29_20.22.12.png](#)

Players common dorm:

[2026-03-29_20.23.37.png](#)

[2026-03-29_20.23.42.png](#)

Healers bay:

[2026-03-29_20.23.46.png](#)

Extensive Farmland:

[2026-03-29_20.19.55.png](#)

Livestock area:

[2026-03-29_20.19.44.png](#)

Safe & Murder Planks:

[2026-03-29_20.23.30.png](#)

[2026-03-29_20.23.39.png](#)

Waking_Horizon's Library:

[2026-03-29_20.21.50.png](#)

[2026-03-29_20.21.54.png](#)

Forge:

[2026-03-29_20.21.39.png](#)

Restaurant:

[2026-03-29_20.21.26.png](#)

[2026-03-29_20.21.30.png](#)

Private Houses (never finished):

[2026-03-29_20.20.52.png](#)

Drug Hut:

[2026-03-29_20.20.03.png](#)

[2026-03-29_20.20.22.png](#)

Tree alley:

[2026-03-29_20.18.46.png](#)

General Area:

[2026-03-29_20.18.27.png](#)

Campfire Zone:

[2026-03-29_22.39.17.png](#)

Pink Library:

[2026-03-29_17.18.46.png](#)

Metro City

Metro City (colloquially: Metrocity) is a medium-sized civilization located in the plains biome to the southeast of spawn. Originally founded by Starlit_Crown on Session 1, Metro City is more of a project than it is a civilization. The goal of its inhabitants was to construct a world-wide rail system uniting the various civilizations.



2026-03-31_11.53.57.png

View of Metro City from a neighbouring mountain.

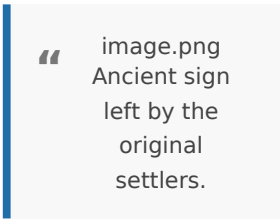
History

The founder and subsequent ruler of Metro City was Starlit_Crown, a dedicated player who settled on the first inhabitable land she found. By Session 2 she had her first player join the cause, a person whose real name is forgotten and missing from all the sources. Older citizens call him the Goatman.

2026-03-31_11.52.58.png
Panoramic photo of Metro City from the west.

Metro Civilization (Sessions 1-2)

In the early days, Metro City was known as Metro Civilization, which is evident by the old signs scattered throughout spawn. Back then it wasn't really a city, nor a civilization, but a humble dirt skybase where the first inhabitants planned their moves - the Goatman used to go out collecting materials, and Starlit_Crown started securing relations with the neighbouring [Stairway to Heaven](#).



It turned out that the territories of Metro Civilization and Stairway to Heaven overlapped, so to avoid any conflict, Starlit_Crown hatched a plan to convince Stairway leader Dreaded_Dust that Metro Civilization was an extension of his civilization and thus shall be renamed to Metro City, although in practice it functioned as a separate entity.

Expansion and Metro City strip (Sessions 3-4)

By the end of Session 2, a group of four players had joined the Metro

Regime	Commune
Date of origin	Session 1

Leader	Starlit_Crown
Inhabitants	15

Metro City's map

[image.png](#)

Metro City on a world map

[image.png](#)

First Metro Line (Sessions 5-12)

Innovations were made to the walls to 'Spider-proof' them, placing two layers of stone brick walls with a stone brick block on top. With this new design, spiders would get stuck before being able to reach the top. This final alteration made the the base safe from all mobs bar Phantoms.

By Session 10, work on securing the perimeter of Metro had been completed. Parts of The Strip's walls have been removed, but many operations like the Smithy and Farmland stayed within it. The Strip stayed as a historical part of Metro City and attracted many tourists flooding to Metro around Sessions 5-8. Positive relations with the [Podzil Civilization](#) had been established, with Nautical_Stream helping to dig the layer underneath the city.

The first Metro Line was agreed to travel between Metro City and Stairway to Heaven. Work on the line began around Session 8 and happened simultaneously with works on the city proper. The tunnel was dug mostly by Starlit_Crown and layered with stone bricks with the help of Aerial_Wind and Stairway's builders. The opening of the first railway line was a great success that sparked a wave of tourism and migration to Metro City. Some people even held dual citizenship between the two nations.

A placeholder image showing a helicopter.

Metro City's helicopter became a main tourist attraction

The city proper developed greatly during this period. The Inhabitants built:

- A Helicopter
- A Healer's Hut
- The Smithy
- A Storage Building
- A Metro Station
- Luxurious Mansions

The Great Psychosis (Sessions 13-16)

Work on the Stairway-Podzil line began with the help of Nautical_Stream. The way the Metro-Stairway line already operated foreshadowed issues to come: it appeared that people did not understand the principal concepts of the metro system. Through ignorance or incompetence, people would walk through the metro tunnels on foot, bumping into and disrupting the flow of minecarts. There was even an incident involving a dog getting stuck inside one of the carts, which forced the whole metro system to a halt and requiring all minecarts to be reset. Waking_Horizon, a tourist, proposed a few adjustments that overall improved the flow of minecarts and usage of the metro.

By Session 12, the tunnel to Podzil had been fully dug out. For safety, it was increased in size and surrounded by bricks with the help of Metro City's population and Podzil's builders. As Metro City's miners were pre-occupied with the Metro project, the city itself had little in the way of ores. Because of this, the remaining three sessions were spent begging other civilization leaders for help with resources with which to craft rails, and laying down the tracks. By Session 16, the two lines were connected, but the distance between Stairway and Podzil made the system extremely susceptible to disruptions. There were numerous malfunctions, which led to people opting to walk

through the tunnels as opposed to taking the carts, which further exacerbated the issue of players bumping into the minecarts. Driven to insanity, Starlit_Crown would more or less abandon her post as the leader of Metro City to police the tunnels full-time.

“

image.pngCabins for the tourists

Meanwhile in the city proper, works on the Main Metro Station building began. Three luxurious cabins were provided for visitors, a pond was completed by Seraphic_Angel, and Metro City became a prime tourist attraction throughout the server. Metro City was particularly appealing in contrast to Stairway, whose surrounding terrain had been completely ravaged by monsters.

The Tomfoolery Period (Sessions 17-20)

On Session 18, a great coalition of players from Metro City and Podzilians formed against Lazy_Creature, who was accused of attempted murder and griefing at Podzil. The coalition succeeded in their hunt.

The Main Metro Station's front face had been built, but there was insufficient time to complete the entire building before the end of the Era.

“

2026-03-31_13.57.15.png2026-03-31_13.58.10.png

2026-03-31_13.58.34.pngMetro City's unfinished Main Metro Station

Economy

Metro City was a truly peaceful commune that acquired most of its resources through donations. As the civilization itself was otherwise quite poor, always lacking in ores, charity was vital to the Metro's success. Almost all of the resources it acquired on its own were a by-product of the layer mining and tunnelling of the Metro.

The "Metro City" play allowed the people of Metro City usage of Stairway's resources, which was very useful in the early game but became obsolete by Session 12 due to the worsening conditions of Stairway to Heaven.

The main economic hub of Metro City was The Strip, where Serene's Workshop and the farm areas were located. Just outside The Strip's walls was a healer's hut, belonging to Lazy_Creature.

image.png

The Smithy operated by Serene_Petal, was the only one in the Metro City, providing all of the City's tools, which, due to the City's relative lack of resources, were mostly stone with the occasional iron variant. Select few Metro inhabitants were given iron armor by Serene, but most of the resources

were used for various redstone components and rails.

[image.png](#)

Metro City had a compact farm area that was operated mostly by Puffer_Fish and Jazzed_Motif.

Culture

Due to its centralized goal of creating a Metro system, Metro City attracted a very specific type of player: a dedicated, focused one. some would use the word autistic to describe the culture of this civilization.

The small/medium population paired with a clear objective resulted in a tight-knit community of players making it a friendly atmosphere for newcomers. Many of its inhabitants were new to civilization events or even to Minecraft in general.

It was a safe haven from all the chaos - neighbouring mob ravaged land of Stairway, and the various political clashes between Podzil and NPC. Conflict was not welcome in Metro City to the point where Starlit_Crown resorted to forcing out combative players.

[2026-03-29_22.57.43.png](#)

Demographics

Metro's population consists of only 46% people of Metro origin. Due to two big migration periods, many Metro citizens are migrants.

Ethnic composition of Metrocity	
Metro	46%
Stairway	20%
Cherry blossom	20%
NPC	6%
Admin	6%

Podzil

Description of Podzil

One of the biggest nation during this Era, Podzil has seen itself be created the closest to spawn compared to an other civilizations.

Podzil (also known as "The capital"), is a grand and well constructed city, built around a lake.

Containing a Pub (Big Paul), a forge (MiniPaul), A Healer area (the Hoptal), a Librarian area (the Libary), a builder area (the Buiden bulding), a carnaval (Nautical/carnaval mountain) and their palace (Big Buildn)

Population	Spike at 35 players, with 10 to 15 constent players
Structure	Socio-anarchist
Demonym	Podziles
Allies	NPC , Metro City
Enemies	
Era	1st Era

Podzol.png

Player List

Permanent Residents:

Player Name	Role	Sessions Played	Short Description
Final World (Final_Void until session 15)	Manager	1-end	A white cat (and not polar bear)
Aerial_Twist			Would frequently go to Stairway to Heaven in order to brag about Podzil's superior progression.

Ancient_Sun			
Cinder_Ignite	Builder		A very skilled builder who is responsible for building the Angel statue, BigPaul and most of the paths of Podzil.
Cinder_Kindle	Builder	5-end	Joined the event a little late, was found by Aerial Twist and led to Podzil, spent a session or two as a miner out of necessity then became builder. She built what is known as by the Podzilites as Spruce Avenue.
Cubic_Void	Farmer		One of the early farmers of Podzil, Left then never seen again.
Cushioned_Velvet	Librarian		Very annoying Librarian that levelled up too fast. Got Final_World killed at level 5 blacksmith.
Ending_Void	Guardsmen		Rarely active guardsman. Helped create the spider spawner at Podzil.
Gossamer_Chasm	Farmer		Usually referred to as 'Copper'. Helped Podzil get out of an early food shortage, Left to never be seen again.
Lucid_Frog			
Molten_Beacon	Blacksmith		Defected from Stairway to Heaven due to an early blacksmith conflict. Didn't know you could duplicate netherite templates, which held the civ back from having a lot of netherite pieces.
Molten_Sun	Builder		Builder who helped build 'BigBuildn'. Later sessions helped Soft_Serenity in conflict.

Nautical_Stream	Miner		Probably the best miner in the event. Won the award for most CXP ever held with over 100.000 CXP.
Pale_Dusk			
Soft_Serenity	Healer		Survived multiple conflicts, ending up with full netherite somehow.
Sunlit_Whisper			
Swirling_Angel	Miner	2-10	Miner for a brief time before having to drop out th event
Waking_Night	Farmer		Won the award for the person with the least deaths, only having three in total.
Wandering_Breeze	Unclassed		Podzil's very own expendable. Helped mine netherite.
Limitless_Zenith	Guardzman/explorer/guide	?- end	Started out as an independent adventurer, not tied to any civ. slowly over time they grew to like podzil and eventually joined it as a guardsman. They often did tasks such as carrying messages or guiding travellers.

History

Description of the nation's history.

Economy

Description of the nation's economy.

Culture

Description of the nation's culture.

Banner

If the nation has a banner, say who designed it and show how it's made.

Gallery

Podzil in its early days

- Screenshot via Swirling_Angel

[image.png](#)

- Screenshot via Cinder_Kindle

[image.png](#)

Podzil's metro station connected to Stairway to Heaven

- Screenshot via Cinder_Kindle

[image.png](#)

- Screenshot via Cinder_Kindle

[image.png](#)

The sacrifice that expanded the world border

- Screenshot via Cinder_Ignite and Cushioned_Velvet

[image.png_image.png](#)

The gifts of gods

- Screenshot via Cinder_Ignite

[image.png](#)

Local Podziles chasing after child

- Screenshot via Cinder_Ignite

[image.png](#)

Podzils' news board

- Screenshot via Aerial_Wind

[image.png](#)

Final_World's and Sunlit_Void's wedding, before the name exchange

- Screenshot via Cushioned_Velvet

[image.png](#)

Wedding after-party

- Screenshot via Cushioned_Velvet

[image.png](#)

Podzil being rich

- Screenshot via Cushioned_Velvet

[image.png](#)

Nameless P Castle (NPC)

[image.png](#)

Population	21
Structure	Commune
Demonym	NPCians
Allies	Podzil
Enemies	
Era	1st Era

Player List

Permanent Residents:

Player Name	Role	Sessions Played	Short Description
Drowned_Angel	Leader / Librarian	1-end	The leader of NPC. Fought Soft_Serenity, a person who threatened the Podzil-NPC Alliance.
Sunlit_Void (formerly Sunlit_World)	Healer	2-end	Married Final_World. Exchanged names with them.
Sunlit_Frog	Healer	4-end	
Ghostly_Shade	Blacksmith	2-end	
Lazy_Galaxy	Blacksmith	1-end	Can be recognized by a sheep wearing a suit and sunglasses.
Soft_Meadow	Builder	1-end	

Icy_Flame	Jobless	1-end	Priest of the two weddings in Era 1. Won the best art award for the NPC Bible
Honeyed_Jester	Guardsmen	1-end	Loved farming for tridents
Fluffy_Eclipse	Farmer	1-end	Somebody that is known to always die. Somehow.
Jumping_Wave	Homeless / Farmer	session 6 - some random sessions	He started out living alone up in a tree, until he stumbled upon civilization by chance; there, he devoted himself to doing absolutely nothing and practicing soft-trolling for fun.
Frigid_Devil	Builder	1-end	
Feral_Wolf	Builder	4-end	
Rustling_Rain	Miner	1-end	
Lunar_Vast		1-end	
Morning_Stream			
Fractured_Star	Builder	1-end	
Shining_Gloom	Farmer		
Lambent_Angel	Librarian	1-end	Owned a fox.
Buzzing_Hazel	Miner/Librarian	1-end	
Chaotic_Dassie	Homeless/Jobless		Liked books and read them out loud for fellow story lovers.

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Gallery

The humble beginnings of NPC

- Screenshot via Drowned_Angel

[image.png](#)

Day 1 of NPC

- Screenshot via Drowned_Angel

[image.png](#)

- Screenshot via Drowned_Angel

[image.png](#)

NPC, in all its glory.

- Screenshot via Lambent_Angel

[image.png](#)

- Screenshot via Fluffy_Eclipse

[image.png](#)