

2nd Era Nations

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Archipelago Sovereign

(ARCSOV)

Archipelago Sovereign, or ARCSOV for short, was a nation of about 20-25 people that inhabited a series of island off the coast of a mangrove forest, towards the south edge of the map. It was founded in Session 1 and lasted until the end

Population	20 - 25 members
Structure	Council with a main representative
Demonym	ARCSOVians
Allies	Clay Coast , Warrior Clan
Enemies	None
Era	2nd Era

Captura de pantalla 2026-08-24 155143.png

Player List

Permanent Residents:

Player Name	Role	Sessions Played	Short Description
Stormy_Coal	Blacksmith / Council member	1-end	Main blacksmith
Manic_Rock	Blacksmith		
Solar_Wave	Builder / Main Rep / Council member	1-end	Main and only builder for most of the event. Built everything in Archipelago (Except the farm)

Foolish_Wave	Builder		Became builder and stopped showing up early during the event
Strong_Law	Builder		Also stopped showing up some time after the event started
Frozen_Fire	Healer / Council member	1-end	Main healer, amazing fighter. Supplied Bright with potions for their thieving, aswell as participated in stealing a few times. They also tried to jump manic cat with bright, falling both times but frozen escaped after bright died.
Polar_Phoenix	Healer (previously farmer)	1-end (couldnt play 1/4th the sessions)	Designed the farms, checking the optimal biomes, and set up proper row farming, then went healer. Got a dog army of about 17 dogs before they reported the dog limit was bugged, and saw their loyal best bois get deleted infront of them. Decent PvPer
Windy_Drum	Healer		Joined at the end of the event
Deep_Ice	Cook / Council member	1-end	Had his own restaurant called Deep Ice Pub.
Silvery_Iron	Farmer	1-end	1st Cultivator. Was the 2nd lvl 5 farmer. Had 2 parrots but somebody murdered his silver parrot. RIP Frosted Flakes.
Windy_Hope	Farmer	1-end	Initially became farmer, died and planed to change classes but returned to farmer due to the lack of food. Healed and married Bright_Hope
Sunny_Oak	Farmer		
Starry_Horn	Farmer		
Bitter_Gold	Farmer		

Bright_Hope	Healer/ Hunter (formerly) / Main rep (formerly) / Council member (formerly)	1-end	Main hunter, self proclaimed Sovereign turned traitor. Was kicked out but returned after being healed by Windy_Hope and pardoned by Solar_Wave. Married Windy_Hope and became healer.
Soggy_Smoke	Hunter	2-end	A hunter by necessity. Their combat skill was middling at best. Worked hard to improve and keep ARCSOV safe. Ended up being the last official Hunter. Creator of the Banner.
Soft_Planet	Hunter		Left the event early, was thrown a farewell party by everyone
Quiet_Planet	Hunter / Bard		Tried to become hunter but kept dying.
Venomous_Plant	Hunter		
Lazy_Rabbit	Hunter		
Lunar_Plant	Hunter		
Mystic_Ash	Miner		Was present during the start, left for a while and came back. Was present during the whole Juggernaut debacle
Honest_Flower	Miner		
Sacred_Idea	Miner		
Strong_Idea	Miner		

History

Most of the members spawned pretty close together in a desert. They quickly found each other, crafted some boats and made their way down the river. There they reached a Savannah and after that they ended up in a tiny piece of land near a mangrove jungle. There they set up camp. Everyone started working hard to level up in their class. At first they struggled with food since they couldn't farm in the ocean, so a separate island was made in the river where all crops grew. But even after setting up the farms it wasn't quite enough so they had to make a sheep farm, also to tackle their critical lack of beds. Once that was resolved it was pretty much smooth sailing.

The hunters often went on expeditions led by Bright Bungle, who brought home plenty of goodies. Stormy Coal was the main blacksmith who supplied everyone in the civ. Deep Ice was one of the main farmers and the civ's cook. Frozen Fire became a great healer and also fighter, and accompanied the hunters on many of their expeditions, and Solar Wave was the main builder, who took care of creating their HQ. During this time Stormy, who as blacksmith usually dealt with a lot of the problems of the civ, asked them if they wanted to be part of the council. Everyone said yes and that's how the council came to be. Everyone in the council had equal power. At one point Bright said she had an idea for the civ's name, (Something) Isles but wasn't sure what to put in front. Solar suggested Archipelago, Stormy liked it and she adjusted it to ARCSOV or Archipelago Sovereign.

The civ quickly advanced, becoming one of the first civs to reach diamonds. Eventually most if not all members wore full diamond armor. Solar built a restaurant for Deep where lots of meetings were also held.

One day a bunch of arguing people arrived at Archipelago, 2 members of Clay Coast a couple from The Warrior Clan. There the warriors accused the other two of stealing, claiming they had proof, while the two alleged thieves denied the accusations and also claimed they had proof as well. Eventually the warriors left and the other two asked to have a meeting with the council. There they proposed a defense alliance in case Warrior Clan attacked. Stormy, Solar and Polar Phoenix, another healer, debated the offer. Polar wanted to accept, Solar did not, in the end Stormy had the final say and she denied the offer, claiming that we had no way of knowing who was telling the truth and did not want to pick a side. The thieves left, and later on news that they had been found guilty and were kicked out of Clay Coast reached Archipelago.

Some time later a member of Warrior Clan showed up and claimed that an invisible person with a netherite sword had attacked him in the waters between ARCSOV and [Lemonglade](#). He warned everyone to watch out. News of this invisible terrorist spread around and more incidents started happening. Said terrorist had been seen with a fire aspect sword, and Bright Bungle had one as well, so she joked a few times that someone might mistake her for the terrorist, but that she had a diamond sword and the terrorist's was netherite.

Eventually, while Solar, Bright and Stormy were having a chat Stormy confessed to being overwhelmed by her duties as blacksmith as well as a member of the council, since most people went to her to deal with their problems. This lead to Bright and Solar taking on a more involved role. Bright would take care of exterior politics and diplomacy, while Solar would deal with politics in case Bright was gone. At the same time the civ leveled up another blacksmith to hopefully help Stormy out, Manic Rock. The council had a meeting with everyone to tell them about the new leadership changes, and Bright declared herself the brand new sovereign of Archipelago Sovereign. She also offered to use her personal flag as the banner for the civ and everyone agreed.

Things were calm for a while, more building and exploring got done, a few people from Clay Coast came over to smooth out any possible problems with ARCSOV and more trading got done. Eventually Bright showed up with a nether star and Stormy handed 21 iron blocks to Solar for safekeeping. The civ also was able to make a conduit thanks to a heart of the sea that made its way into the dump chest. Everything was looking up.

That is until Stormy showed up with Mystic Ash, a miner, after being gone for a while. She asked to speak privately with Bright and Frozen, sounding quite serious. Eventually they returned from their private meeting and Bright and Frozen headed to [Delta](#) right away. Stormy then asked to speak to Solar. Once Bright came back the whole civ had a meeting. There Solar and Stormy confronted Bright and revealed to everyone that Bright had been the invisible terrorist, aka the Juggernaut, the whole time. Stormy had somewhat known but Bright was being suspected of and the lie couldn't go on any longer. Solar asked Bright what she had stolen, and Bright confessed to stealing 21 iron blocks and 3 exp scrolls from The Warrior Clan, a Heart of the Sea from Lemonglade and a bow from Delta. Solar told everyone she did not want someone like this in the civ but she wanted to hear everyone's opinion and respect their final decision. She also made a point about how they never needed to steal anything, as they were the richest, and that by stealing they were just taking away things from people that are also trying to have fun and advance. In the end Bright asked for some time before a decision was made and the truth came out, just until a party Delta was hosting soon happened. Solar agreed since some people were missing and she also wanted to take their opinion into consideration.

While waiting for the party to start Bright appeared, armorless and green. She started arguing with Polar. It was hard to make out what was happening but it was clear Bright had been caught and killed. Solar and Stormy decided to kick Bright and warned everyone to not give her anything. They also took down all her banners and decided to host a contest to choose a new one.

The party arrived and all of ARCSOV went to Delta. There all civ representatives were invited to give a speech by Delta rep, Solar Ash. When it was Solar's turn she thanked everyone for sticking together and asked to speak with Lemonglade's and Warrior Clan's leaders in private afterward. Then Bright also had her turn to talk. She announced to the world the truth everyone already knew, she was the Juggernaut. She confessed to doing some of the things she was accused of and pointed out all that she had stolen. Solar made sure to everyone that she would return as much as possible herself. Once the speeches were done Bright was executed and the party commenced. Solar and Stormy returned the iron and xp scrolls, as well as the heart of the sea in a new conduit form.

After the party the members of ARCSOV spread out across the world. Some returned home, others explored and visited other civs. Bright continued with her wrongdoings and eventually teamed up with the one that killed her, [Manic Cat](#). That is until Windy_Soul, a farmer from ARCSOV, healed her. Then, they both got married and changed their last names into Hope, to symbolize Bright's change for the good.

Eventually Bright returned to ARCSOV with Windy, and asked Solar if they could call Archipelago home once again, together. Solar agreed but warned Bright that she couldn't expect things to be the same as they once were. Archipelago spent its final days with the sounds of laughter and forgiveness.

Economy

Archipelago initially had trade set up by independent traders that they had hired as well as independent trade. Inside the civ everyone shared everything, whether it was food, tools, armor or materials.

Culture

ARCSOV had a welcoming and friendly culture, always offering tours to outsiders, and having frequent meetings and parties in the pub. Another one of the members, Quiet Planet, was the civ's bard. The Deep Ice Pub had a stage built for their performances.

Banner

Designed by Soggy Smoke. Picked by public vote in the civ's banner contest:

[Captura de pantalla 2026-08-24 154710.png](#)

Former banner, designed by Bright_Hope:

[Captura de pantalla 2026-08-24 155003.png](#)

Gallery

Stormy_Coal and Solar_Wave looking over everybody else in their position of power

[2026-08-13_21.01.27.png](#)

Delta

Hello traveler! Welcome to Delta. I was told that wiki pages have to be a certain "format" but who cares about that? How about I take you on a tour. You must be hungry or injured after traveling so far. Trident drowneds are a real pain in this region. How about taking a stop at the healers hut next to the dock so we can have you revitalized eh?

You may notice the amount of players here, 20-30. But hey, I lost track ages ago. A lot of people come here either to stay for the night or trade goods with others around. We are frequently called the Nexus of course. As we walk past the healer hut, you may see some of our farmers just doing their usual business collecting sweet berries, wheat, and what ever other stuff needed to feed travelers like you. Hey you may even see Cute_Dragon perpetually hoeing the same block of dirt.

Past the farms we walk past the embassy for some nomads. I don't frequently see people over there though but the building looks cool at least. Now follow me as we use the state of the art right clicking on a boat™ to travel on our historical sky base. Once used by the people to hunger reset now lies a place where we originated. First thing ya see up here? Why a copy of the constitution of course. I will discuss about that later but for now we get to see some furnaces, chests, a rudimentary tree farm, everything an early state can start out with. To the left, we also have some stone "commie houses" due to the people stopping by, they don't see any use though. Fun fact! One guy came by bringing a skeleton horse. We have never seen the guy again but free skeleton horse I guess?

Great view from up here eh? You may notice a bridge to the east connecting to our main island where most people live. Merchant's Haven is what it's called due to the sheer amount of gatherings here. Crossing the bridge you may find a plethora of stuff to do here! Help [Loyal Axolotl](#) slaughter the 39th chicken of the day, question Classic_Clay's building choices, petition the removal of sweet berries, don't get distracted however! At the center, you see the fountain, a frequent gathering place and the heart of our nation! If your lucky, you may even see Solar_Ash prosecute Foggy_Fox.

Past the fountain, we have our clock tower. Burnt_Rabbit often likes to hang around here to enchant our gear. As much as you want to get yourself enchanted, you have to stay patient my friend. Going to the top we get a beautiful view of the rest of town. Where our 3 leaders Solar_Ash, Burnt_Rabbit, and Swift_Soul meet to discuss the state of the world and our nation. Honest_Horse occasionally joins in to lighten the mood. I know we are likely not supposed to come up here but hey, appreciate the scenery eh? Rumor has it that Swift_Soul drafted our constitution up here in silence while looking over the farms, the traders, and the fountain below. Some say that's where our ideals of Peace, Prosperity, and Equality came from. We should probably get down, hope Burnt wont mind too much.

Across the street from the clock tower lies our new forge. Honest_Horse and Burnt_Rabbit spend most of their days here making sure everyone receives the copper gear promised to them. You

may want some gear but hey, so does everyone else. Gotta wait in the queue buddy. As we circle back, you may see [Swift Soul](#) fighting drowned in the water or guarding a nearby breach. I can assure you we will be fine. The sun does seem to be rising however and I know you have places to be. Hope ya enjoyed your stay and don't forget to consult [Sunken_Fog](#) at the healer hut if you need food for your journey. Stay safe and thanks for stopping by! :)

E'wo Tan'i Warrior Clan

Paragraph describing the nation.

[Screenshot 2026-08-24 153453.png](#)

Population	14, Based on List
Structure	
Demonym	
Allies	The Dor
Enemies	Rainy_Tea (Beacon Burglar)
Era	2nd Era (Lost World)

Player List

Permanent Residents:

Player Name	Role	Sessions Played	Short Description
Manic_Cat	Leader/Healer	1-end	Goated.
Silent_Diamond	Builder	1-end	Goated Builder
Metallic_Lute	Blacksmith	1-end	Goated Blacksmith
Cold_Horn	Hunter	2-19	Goated Hunter
Spicy_Ore	Miner	1-20	Goated Miner
Rainy_Bubble	Farmer	1-???	Goated Farmer
Silvery_Rock	Farmer		Goated Farmer
Strong_Mouse	Blacksmith	1-???	Goated Blacksmith
Solar_Reason	Hunter	2-???	Chud.

Fluid_Ram	?	???	Goated ????
Wild_Death	Hunter	???	Goated Hunter
Fiery_Iron	Healer	???	Goated Healer
Sunken_Coffee	Builder	5-8, 19-20	Beyond the world of the Living
Devious_Rabbit	Builder	16-20	Goated Builder
Solar_Sakura	?		
Fluid_Art	?		
Soggy_Reason	?		
Shrieking_Moss	?		

History

Era 2 starts and a small group of players consisting of Manic_Cat, Silent_Diamond, Spicy_Ore Strong_Mouse, Rainy_Bubble and Metallic_Lute. They settle on a small island near a larger, rich floating Island named Velessia. This helped them progress to at least 3 full diamond sets by the end of session 2. More people showed up such as Silvery_Iron, Cold_Horn, Solar_Reason and a few others. This is also where Silent_Diamond suggested the name E'wo Tan'I and created a whole Language.

Eventually moving to a nearby valley-side which is where Silent_Diamond would build the E'wo Tan'I Temple.

Along with other civs, E'wo Tan'I was stolen from quite alot, including 20 iron blocks, invisibility potions and even 4 beacons later on in the event. Their main suspects were Foggy_Fox and Swift_Bamboo of Clay Coast, but they were somehow proven innocent. Invisible thieves had the whole clan on edge as it was a common occurrence. But the main thief, Bright_Bungle tried to assassinate Manic_Cat but was stopped and killed, causing an end to the main thief everyone was worried about.

Economy

E'wo Tan'I was very rich, having most active members in full/partial netherite and an abundance of iron, gold and diamonds for the whole event. Miscellaneous resources being 4 beacons and 8 tridents. Unused netherite to be at LEAST 48 scraps.

Culture

someone put phuples language here yo

Banner

Directions to Make Banner:

1. Start with White Banner, Get Red Dye and Flower Charge Pattern.
2. White Dye, Chevron (Upwards pointing triangle)
3. Red Dye, Roundrel (Center dot)
4. White Dye, Cross
5. White Dye, Lozenge (Center Diamond/Rhombus)
6. Red dye, Roundrel (Center Dot)

Gallery

[2026-08-14_02.45.53.png](#)

[2026-07-12_01.58.18.png](#)

[2026-07-12_05.31.43.png](#)

[2026-07-27_04.33.04.png](#)

[2026-08-14_02.44.13.png](#)

[2026-08-14_02.47.25.png](#)

Lemonglade (Lemongrade, Lemongrove, Civ to the South)

Lemonglade was a civilization built in an acacia biome in the southwestern reaches of the world. It is named for the lemons its trees offered and is commonly known for its premier architectural attraction, Castle Le Mon.

Population	~15
Structure	Aristocracy
Demonym	Lemon
Allies	ARCSOV, Warrior Clan
Enemies	None
Slogan	When life gives you lemons, make Lemonglade.
Era	2

Player List

Permanent Residents:

Player Name	Role	Sessions Played	Short Description
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[illegible]

History

Lemonglade was first settled by a small group that emerged from the southern jungle before quickly being joined by a large group that traveled together from the mountains further north. Though a sky base was made to survive the first night, it was quickly replaced by a brick walled area that would become the heart of Lemonglade's territory. Castle Le Mon was Lemonglade's major focus once a safe ground base was established and most functions were moved into the castle once the outer walls were put in place. Later on the ground base would be expanded to make room for more farms, a hunter area, the nether portal, and a planned area for others such as The Dor to move into.

Lemonglade was a fairly relaxed place, mostly removed and unconcerned with the accusations of theft occurring in the line of nations to the east. Though some small theft went unnoticed, the most involved they became was when an accused thief took refuge by hiding in Lemonglade's mines. Nevertheless, to ensure that theft would be more difficult a vault was created above the castle with stasis chambers to recall many of its members.

Economy

Lemonglade was fairly unconcerned with much material gain. On occasion they would trade their abundant medical supplies or ender pearls that were found commonly in their nether location in exchange for iron or other minerals.

Culture

Lemonglade had a relaxed culture focused on making art, exploring the world, making lemon jokes, and having no farmers online.

Clay Coast

peak

I can't believe nobody has made this yet

somebody fill this in pls I command you as queen

- bubbly

I tried to do my best someone else continue

-Sky

.Clay coast

<table><tr><td>Population</td><td>around 22</td></tr><tr><td>Structure</td><td>democratically elected monarchy</td></tr><tr><td>Demonym</td><td>Clay Coastian</td></tr><tr><td>Allies</td><td>The Fiefdom, Delta (The Frost Coalition)</td></tr><tr><td>Enemies</td><td>None</td></tr><tr><td>Slogan</td><td>Clay Coast Forever!</td></tr><tr><td>Era</td><td>2 (Lost World)</td></tr></table>	Population	around 22	Structure	democratically elected monarchy	Demonym	Clay Coastian	Allies	The Fiefdom, Delta (The Frost Coalition)	Enemies	None	Slogan	Clay Coast Forever!	Era	2 (Lost World)	
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Player List

Permanent Residents:

Player Name	Role	Sessions Played	Short Description

Foggy_Fox	Blacksmith	1-14/19-20	got banned from clay coast and came back later
Bubbly_Flood	Queen	All	Queen of the Clay Coast and maker of empanadas
Astral_Vine	Queen's Right-hand dog		Stray dog found wandering in the woods, later became Queen Bubbly's second in command Canonically has rabies
Astral_Glacier	Head Builder		Built the enormous walls and almost all buildings, and serenaded all of Clay Coast day and night
Loyal_Panda	Hunter		Had a cool light blue name and a mysterious demeanour
Metallic_Glacier	Healer	All	Potion-maker, including invisibility potions to prank people. Metallic was nearly killed for this when pranking a member of Warrior Clan who was at Clay Coast to discuss the Invisible Thief
Windy_Bear	Healer		Made golden apples. Windy renamed a lot of golden apples to be "yellow apples". These yellow apples have been found scattered across the map through trading and gifts
Rainy_Coal	Miner		Clay Coast's only miner, and the entire reason they could grow as a group. Rainy found all of the diamonds in Clay Coast, but was tragically killed near the end, while the rest of the group was attending a party at Delta.

Sunken_Bubble	Head Farmer		Sunken was singlehandedly responsible for planting the enormous wheat fields around the Clay Coast walls.
Swift_Bamboo	Ex-ambassador		Bamboo was still banished from Clay Coast, due to an unfortunate TNT threat lodged at the Queen.

History

Economy

Culture