

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.

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