

Solar Winds(Air/Light Civ)

The wind civilization was a settlement to the far south of the map, in the headwaters of the same river that flowed past the Mine Civ. Its inhabitants mainly believed in [Callie, Goddess of the Air](#), and [Sola, Goddess of Light](#). As the only civilization inhabited by two gods, it was an oddity among the other player groups. Its members played a decisive role in the formation of the United Pantheon and the killing of the Water God (Exiled_Abyss).

[image.png](#)

Population	~20
Structure	No formal structure
Demonym	
Allies	Lunaria , Mine Civ (United Pantheon)
Enemies	Water God
Era	1.5 (Pantheon of Gods)

Player List

Permanent Residents:

Player Name	Role	Sessions Played	Short Description
Callie	Goddess of the Air	Entire Era.	Whimsical and playful. Gave away windcharges and 64 wool. Loves cookies and cake.

Sola	Goddess of Light	Daybreak Merger (Session 4) until the end of the Era.	Originally a player called Sombra_Night, they claimed to be the fallen deity of light and gathered a small but loyal group of followers over the first few sessions. Their [re-]ascension to godhood in Session 6 proved this story true.
UPPERCASE_NAME	Builder	12	The first Sentinel of the Wind. Built the house where beds and the storage system was.
Sunlit_Abyss	Farmer	Daybreak Merger (Session 4) until the end of the Era.	Originally Daybreak's farmer, their devotion to Callie made them the first and final Apostle of the Wind.
Molten_Star	Blacksmith turned Miner turned Healer	Joined around Session 8, played until the end of the Era.	Apostle of Light. Got so frustrated at the lack of cobblestone they became a Miner instead.
Hidden_Crown	Librarian		Sentinel of Light. Their death reset many times to go in different directions before ending up here.
Golden_Frost	Healer	Joined Session 4, played until the end of the Era	The Fourth Sentinel of the Wind, after UPPERCASE_NAME retired the role, opened nether resources to the civilization, helped defeat the original Water God.
Golden_Pearl	Blacksmith turned Healer		Sentinel of Light. Originally from the Ocean civ. Killed Sunlit_Abyss.
Mellow_Sunset	Builder	Entire Era.	The Third Sentinel of the Wind. Built the air temple and grounds, the shrine for, and statue of, Callie.
Undead_Echo	Guardsmen, Air Sentinel		The second Sentinel of the Wind, could often be found escorting Silly_Creature in the mines as a bodyguard.

Silly_Creature	Miner		
Dimming_Tomb	Miner(?)		
Coal_Coal			
Mythic_Diamond(?)			
Random_Diamond	Blacksmith	Daybreak Merger (Session 4) until the end of the Era.	Originally a member of Daybreak, became the primary Blacksmith after Faithful_Light re-specialized to Builder.
Faithful_Light	Blacksmith, then Builder	Entire Era.	Originally a Blacksmith, but re-specialized to Builder when a new one was found
Continue_Phase	Librarian	Entire Era.	Sentinel of Knowledge. Originally worshipped wind and brought the water worshippers he traveled with to the wind valley, suggesting the union Wind and Waves. Became a follower of knowledge to gain more information and could only be found intermittently as he was out creating a world map.
Gentle_Sunshine	Builder	Daybreak Merger (Session 4), sporadically active until Session 14.	Joined the Wind Civilization with the other members of Daybreak. Created the Temple of Sola, a ziggurat built around the very first Light shrine. Legend has it he was sacrificed and buried somewhere in the bowels of the temple at the end of Session 14.

History

The Air/Light Civ began with the first three Wind God worshippers (UPPERCASE_NAME, Mellow_Sunset, and Faithful_Light) searching the world for the highest peak from which to honor their god. They found this peak to the south of the world, overlooking a river valley with plentiful sugarcane growing along the riverbank. During the creation of a starter skybase, worshippers of the water god arrived and jump-started the settlement's farms; the settlement was therefore popularly known by the name "Wind and Waves" for a time. While Callie, the Wind God, had no complaints about a ditheistic civ, the Water God proved to be irritable and jealous. He abandoned

the settlement for the northern reaches of the world and his people followed, leaving the settlement broken as the majority of its population had vanished. The saving grace for the valley came in the form of members of Daybreak, a six-person group seeking new living quarters. They worshipped Somber_Night, who claimed to be the fallen god of Light (and later ascended as the goddess Sola), and built their own shrine to the west of the main base while remaining on heartily friendly terms with their new wind-worshipping neighbors. The arrival of this group saved the civ from stagnation, and with continued improvements it became a hub of world travel.

Economy

Description of the nation's economy.

Culture

The people were so incredibly whimsical and fundamentally unserious, that they did not even have a member board, or a actual storage system until the arrival of Molten_Star, who took it upon themself to completely overhaul it. They also practically had no leader, with the closest thing to a leader being UPPERCASE_NAME, or the Gods Callie and Sola, but even then it was very highly decentralized in all aspects.

Banner

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

Gallery

The discovery of The Windy Valley in session one, and the Air Temple mountain in the background.

[2026-04-18_15.44.13.png](#)

Screenshots of the finished base:

The Altar of the wind god.

[2026-05-10_19.31.13.png](#)

Statue of Callie.

[2026-05-10_20.25.04.png](#)

The Air Temple.

[2026-05-10_19.37.28.png](#)

The Temple of Sola.

[2026-05-09_14.39.07.png](#)

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