

Lunaria

Lunaria is a nation in the spawn savannah devoted to worshipping Moon, Death, and Void. Being in the spawn region, it would be home to many players. Some staying permanently, some moving to other nations. It is also in between Water Civ to the south, Mine Civ to the west, and Wind Civ much further north which made it a perfect jumping off point to invade Water Civ. Lunaria however, was peaceful overall with the rest of the world despite getting coup'd from within at least twice.

Population	~15
Structure	Theocratic Councilship
Demonym	Lunarian
Allies	Mine Civ , Wind Civ , Life Civ
Enemies	Water God
Era	1.5 (Pantheon of Gods)



Player List

Permanent Residents:

Player Name	Role	Sessions Played	Short Description
Gentle Radiant	Farmer	Most	Coolest Farmer
Ashen Hazel	Farmer		1,567 Deaths
Sunlit Dust	Builder		Council Member/Demigod
Wisping Draft	Guardsmen		Apostle/Lead Council Member
Dreaded_Treasure	Builder		Council Member

Fallen_Shade	Guardsmen	Most	Sentinel/Council Member
Frozen_Blaze	Builder		
Calming_Wind	Builder		
Brilliant_Devil	Blacksmith	Most	Council Member, Grandmaster Blacksmith
Continue_Cycle	Miner		Sentinel
True_Ender	Guardsmen		Lowkey Annoying
Pristine_Robot	Healer		
Golden_Turtle	Builder	Most	Coup detat'ed
Murmuring_Rift	Healer		

History

Description of the nation's history.

Economy

Description of the nation's economy.

Culture

Description of the nation's culture.

Banner

Banner made by Frozen_Blaze. It is made with a black banner, a yellow dot in the middle.

Depending on the phase on the moon you want, do black triangles for a crescent, a black circle for new moon, and nothing for full moon. Lastly add a gray border

Gallery



The last job board of Lunaria about 1-2 sessions before the end of the Era.

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