

Mine Civ | Earth Nation

Mine Civ was relatively small, starting out as a slightly raised skybase, later turned into a pretty floating pink cherry house. The base also had a stonebrick building in which the librarian and blacksmith work areas were located. Outside there was a medium shrine to mine god, featuring a pickaxe symbol. Toward the large river was the farms, animal pens and the farmers house. The Civ believed in the Mine God mainly, but it wasn't particularly centralized and a few people believed in other gods, but most of those moved.

Population	10~
Structure	None
Demonym	None
Allies	Everyone - OG Water God
Enemies	OG Water God / None
Era	1.5 Pantheon

banner
☺

Player List

Permanent Residents:

Player Name	Role	Sessions Played	Short Description
Mine God / Ultimate Mine God	God	1-end	The God of Mining, Minerals, Rock and Stone. Didn't speak in SVC, they didn't ask much of mine civ, but helped a lot with answering questions and spawning ores.

Tripping Cascade	Blacksmith Sentinel then Apostle	1-end	
Celestial Rose	Miner Sentinel	3-end	Main Miner from around session 6 onwards. In session 15-16 asked for duels of 6 gods.
Infernal Warper	Librarian	6~-end	
Veiled Dungeon	Farmer	2-end	
Jumping Cascade	Miner Sentinel	??	
Drowsy ???	Healer	1-end?	EXTREMELY FRIENDLY
Mystic ???	Healer	1-end?	EXTREMELY LOUD at times, if they were downed, everyone in svc range would be blasted by their "HELP!!!"
Clef_Cascade	Guardsmen Sentinel (Apostle, bugged, reverted)	1-end?	

History

Description of the nation's history.

Economy

Economy is an interesting word for a small civ with hard working individuals giving resources to the civ and getting those back in refined forms. If you wanna get analytical it could be called a form of tribal communism where every member helps the tribe and every member benefits. But there wasnt any particular structure or thought put in generally. If someone needed something it was given / attempted to be gathered.

The Civ struggled with food in the early sessions, Veiled Dungeon was farming well and expanding the farms but without carrots or potatoes it was a bit tough to get enough food, but the moment carrots and then potatoes were obtained (iirc by trade?) food production immediately vastly outpaced consumption.

Diamond armor was generally given to sentinels and apostles first because the threat of mobs was very small, and they were the only ones who could be attacked under the rules, but within about a session of the first diamond pieces being made, everyone was basically in full diamond armor. Visitors or friends were somewhat frequently given a set of diamond. Netherite was quite scarce, mined by celestial, manifested by mine god in boulders, or gifted by the generous Faithful Aether /

Heart of Pyros the Fire Civ. Celestial stopped mining around session 13 because it was simply no longer required, having mined 23 ancient debris and 300 diamond ore, most with fortune 3. Toward the end of the sessions tripping crafted a netherite block, and was wearing full netherite armor.

Culture

In the mid / early late sessions there was a joke / strategy to ask those who came to mine civ to sacrifice themselves to mine god, because mine god had the ability to spawn ores, specifically diamonds, but at a cost. So a few people took the deal, giving mine god enough power to spawn a diamond boulder which would be mined with a fortune 3 pickaxe, giving the brave sacrifice about 24 diamonds.

Banner

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

Gallery

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