

Age of Origin

The Stories of the Origin of Yoahltl as told and passed on by Quauhtli; Third Chieftain of Yoahltl.

The legend begins years ago on a server by the name of "Xephos"; or at least this is the name that passes on. On this server, many people played and enjoyed their time for the most part. Though It is chronicled as a jumbled mess of individuals, it came to form various groups. These groups then further combined into 'Tribes' or clans and in time the first 'Kingdoms' came to be; usually about the size of seven to ten individuals. And while Minecraft was still relatively new the server had many traits at the time that were considered unique; such as large bodies of water and mountains. Continents were commonplace in Xephos, and it is in these continents that these new kingdoms and tribes continued to form. Eventually the server would garner more than 200-300 people. No rules were given to the people besides those held by the inhabitants themselves as there was only one admin and one owner, whom's names have been lost to time. For many, they were considered people of great importance, as it is said these staff would, on rare occasions; give items and bounties to those they favored. Some would go as far as to "worship" in the form of large structures and monuments to the staff and often offered service or deeds for items in return.

War was not very prevalent in this server, only raids and attacks of various sizes would take place. Over time, some kingdoms and groups would unite to form new ones or be destroyed completely. Some kingdoms would revert back to a gang-like status. The kingdoms that remained led to the first 'Nations' of Xephos." Among these nations were two in particular. Wayon-Dot; thought to have been named after a native american tribe, who spoke mainly English, and Texacoco, a spanish speaking people with roots in rural mexico. These two nations were neighbors on a very large island and were far from friendly. They often attacked each other out of spite or simple boredom, destroying the settlements and bases of one other. And because of the fighting, the people often lacked good equipment such as diamond tools.

However; in time an individual by the name of Eoahtl would rise up through ranks in the nation of Texacoco and he soon gained enough favor from enough people in his nation to be perceived as a singular ruler which was rarely seen in Xephos. With this power, Eoahtl led his people to destroy gangs of raiders who set up on smaller islands surrounding their own. Using his influence, he named their island of residence 'Huron'. The reason was clear as he sought to unite Texacoco and Wayon-Dot. Eoahtl sought to unite the two nations so that larger structures could be built without fear of sabotage and so that less people would be driven away due to conflict. He went to Wayon-Dot in search of a man to unite his own nation so that they may work together to bring the nations together. Eventually he found a player by the name of Wichita. Wichita rose to a position of prominence within Wayon-Dot, albeit not as successfully. With some people in Wayon-Dot being very aggressive towards Wichita's intents. These two players met with a united 'Huron Army' with players from all over the island of Huron. Not long after this, Eoahtl and Wichita gathered assistance from people within their nations to help create a lawful and final union between the two nations and soon the two announced the new 'Wayon-Dot

Empire'. However, small pockets of both Texacoco and Wayon-Dot were outraged with the idea of the empire being named after one nation and uniting with sworn enemies. For some time, Eoahtl and Wichita had to deal with these 'Rebels' trying to get them to tire out or leave the server completely. Eventually a real united continent was created and there was peace in Huron.

Buildings made of cobblestone and oak grew high and large as new towns and cities spread across Huron. The Wayon-Dot Empire was the first on Xephos to create a city with an active and truly united population. This new city was named Texacoco since the empire had been named after the Wayon-Dot. Spanish and English speakers were spread out across the island and all was well without prejudice or hate. Eoahtl and Wichita ruled over Wayon-Dot together and eventually the Island of Huron was perceived by many in Xephos as a land of unity, peace, and order. Many journeyed to Huron in search of friendship and community and the beginnings of a culture formed around it. Eventually Wayon-Dot and Texacoco were indistinguishable and a new culture arose. 'Huehuetlico; The Old Ones'. Eoahtl and Wichita were neither too cruel nor too soft and Wayon-Dot enjoyed peace for a very long time.

In other parts of the server, people in awe of the new Wayon-Dot sought to create empires of their own. A Japanese-inspired empire formed the northern islands, Roman and Spanish/Portuguese to the east. A Lord of the Rings empire almost formed in the west but was consumed by the tribal ways. In the east, The Empire of Tordesillias was an empire created by hard minds with hard intentions. Their ambition was only matched by their ferocity and greed. They sought to conquer entire kingdoms and sections of continents rather than trying to unite them. Despite this, the people of Wayon-Dot sat careless and happy on their island, feeling safe under Eoahtl and Wichita.

“Soon the Torde would consume the entirety of their continent with fire and diamond. They would then look to the west and see an opportunity for 'Fun' and they would invade the island of Huron. The invasion itself was so well-planned and quick that the people were not able to form a proper army or counter-attack. The cities of Wayon-Dot were laid to waste by the Torde invaders. Wayon-Dot was no more. Tordesillias continued to expand across the map to the point that they ruled it all. Despite this, Eoahtl, Wichita, and a war party of eight men managed to hide and plan. They had avoided being killed during the invasion and sought vengeance against the Torde. Sadly they were under equipped and demoralized by the shock of the attack.

Eoahtl and Wichita contacted the other leaders of the people of Xephos that hadn't been driven out already. Together they sought a revolution. They learned quickly from the Torde and made plans. They spread materials across the map for this revolution which Eoahtl had named 'Yoahltl'. All at once in a single chat message he signaled a massive attack on every known Torde-aligned player. All ways of regaining equipment were destroyed and the Torde were killed over and over in the server's spawn point. Tordesillias was overrun and defeated in a single long day of combat. As the Yoahltl revolutionaries killed the Torde people over and over,

they and Wichita proclaimed the planner of the revolution to be their leader. Eoahtl, The First Chieftain of Yoahtl.

At the sight of all the fighting, the admin and owner were deeply upset. The server was in ruin. The staff reflected and decided that it was time for Xephos to end. Many players began to leave the server but those most loyal to Eoahtl and his new Yoahtl stayed until the very end. He knew the server was coming to an end but it didn't have to be the end for Yoahtl. Eoahtl decided he would also leave; however, before he left, he gave leadership to his most trusted friend, Wichita. He told Wichita to make sure Yoahtl kept going and not to give in or give up and make sure Yoahtl was something of meaning. And so Wichita accepted the burden of being the new chieftain of Yoahtl and led the people of Yoahtl to a new server and settled. This ended the first, turbulent age of the Yoahltan.

The Era of Wichita

After Xephos, Wichita would find a server for him and Yoahtl to use. Wichita was a gentle soul and never cared much for expansion or how many members there were. All he cared about was giving meaning to Yoahtl. In Xephos, Wichita was known as a spiritualist and he continued his way of playing into the new servers. Wichita is responsible for Yoahtl's reputation as a spiritual community. Wichita loved all things spiritual and 'new agey' and had an air of wisdom about him. Some thought of him as much older than the rest due to this perception. He'd been there for those who were down and always gave advice for those who needed it and in the future Wichita would come to be known as the Shaman Chieftain of Yoahtl.

Wichita would lead his small group of Yoahltan across these small servers, changing as each server died. But after each passing server, Yoahtl grew smaller and smaller. These were the nomadic times of Yoahtl and throughout their travels, Wichita imbued his spiritualism upon the people and being of Yoahtl. Wichita believed that Spiritualism and Science were the same in many aspects. To claim that both concepts were made for the same reason; to find truth and unlock its secrets to better mankind. It was from there Yoahtl became more into finding truth from within themselves whilst taking inspiration from their surroundings.

It was at this time the first Seminars would be held. Named after the Seminars and Seminaries given in Catholicism, these were made for debate and discussion between Yoahltan. At this time no outside communication was used in Yoahtl. Yoahtl also became known for its affinity for universal acceptance. Anyone was accepted no matter belief or identity. Wichita's reign as Yoahtl's second chieftain was overall one of enlightenment and cultural growth rather than political growth or expansion.

In a way, Wichita had achieved his goal. He had managed to give Yoahtl meaning, at least in theory. Although intellectually sound, Yoahtl was still very small. And despite the sense of community, people would still leave Yoahtl to seek higher things.

After a while, he stumbled upon a small server that Quauhtli was playing in. Quauhtli was very new to Minecraft and playing under the name “yyyyaaa”. Wichita invited him into Yoahltl and he joined earnestly. Quauhtli was happy to play with other people and his love for Yoahltl grew. As immature as Quauhtli was, Wichita took him under his wing and every day Wichita would share wisdom from Yoahltl and beyond. He taught Quauhtli the ways of the spiritual Yoahltlan. From there on, Quauhtli matured into a better person than from what he was before he had met Wichita.

One day, Wichita told Quauhtli of Xephos and the nature of servers like those. He said that conflict would always come but in those places it comes quicker. He warned Quauhtli of those places and why he kept Yoahltl away from larger servers. Soon after, Wichita announced that he would be leaving for College, leaving Yoahltl in the care of Quauhtli as the third Chieftain.

Quauhtli continued as Wichita had before him; carrying Yoahltl from server to server as needed. Because of how important Wichita was to Quauhtli, Quauhtli vowed to keep Yoahltl alive for Wichita and to uphold the values he had instilled upon the community. Quauhtli and his band of seven other Yoahltlan traveled on to the next server.

The Crystal Age

Quauhtli and company arrived at a small factions server by the name of “Halybrd” and it was a very small server. The Yoahltlan traveled east until they came upon a river surrounded by a jungle. They traveled along the river until they came upon a clearing of plains between the jungle and two mountains. And it was there they set up camp. This settlement would be what was the first formal use of the Mesoamerican-influenced style of building. It was a small town with a stone stone brick pyramid dedicated to those in Xephos in the middle. And Yoahltl would prosper there for a time.

But despite the pleasant times, it was still a factions server. And since Yoahltl had not been on a factions server before, Yoahltl was unfamiliar with the style of play on the server and unfortunately neglected to learn more about it. Inevitably, they were attacked by men with enchanted weapons and armor. The raiders laid waste to Yoahltl as Yoahltl had very few enchanted items of their own. It would have been the end of the city had a few mods not come to their assistance. The mods flew through the sky raining arrows upon the raiders and succeeded in driving them away. The mods then bid the Yoahltlan farewell and continued about their business.

Yoahltl continued with daily life until the server underwent a map reset. But for Yoahltl, it was just like a new server. And although it was new, it felt familiar to the Yoahltlan. Just like when they first joined the server, the Yoahtlans journeyed for several hours onto the direction of the rising sun. After traveling across large tracts of land and several oceans, the Yoahtlans came upon an island with a jungle/plains area at the foot of a very large forested mountain on the banks of a small sea. Here, they founded a new city and named it Tlaloc after the Aztec god of water and rain.

Halybrd had also grown causing the population of Yoahatl to grow much larger and quicker than it ever had before and due to this new influx of people, the Yoahatlan culture and its ideals began to flourish among its people. These people also contributed to the Yoahatlan style of architecture and after some time the style improved and became more unique to Yoahatl. Then, for the first time since the days of Xephos, Yoahatl had more than one settlement. Civilization started spreading all across their remote island to the desert in the east and the plains to the south. The city in the desert was named Aztlan and Tikal was in the plains. Yoahatl also used this time to adopt and use the factions plugins of the server itself.

With this renaissance of the Yoahatlan practices, the Yoahatlan had stepped out of their nomadic ways. Yoahatl became much more "Civilized". The factions plugin was used to help govern how power was distributed among the settlements and the beginnings of a government structure began to form. Yoahatl soon had a member count of around 30-40 at this time and soon became the top faction on Halybrd. While halybrd was larger than it was before, it was still smaller than most other servers. This prompted the first warriors to be trained in Yoahatl.

These warriors were aided by the fact that Yoahatl could now mass produce enchanted diamond weapons and armor. Quauhtli allowed himself to think Yoahatl had found a home where it could continue to grow and be a meaningful community. For another month, they had fun, debated, and continued to prosper. Thus, the Yoahatlan time up to here in Halybird was dubbed "The Crystal Age".

The War of Horses

The time of relative peace ended when people started to see pixel art and towers being built near Tlaloc. Upon investigation they found that a new faction had sprung up in the plains west of Tlaloc. This faction called "Mytltpny" had seized control of the western part of the island. This was the first time Yoahatl had ever encountered such a large amount of bronies, or bronies in general. Several Yoahatlan were very uncomfortable due to the massive pixel art next to Tlaloc and how close the faction was on a whole. To try to settle matters, the first diplomatic mission met with the bronies of Mytltpny.

The two parties met in the bronies' base of Tuton. They first discussed why Mytltpny had chosen to settle in the lands next to Yoahatl. The bronies claimed they had found the land before Yoahatl. From this point the negotiations went sour as the bronies insisted the land was theirs. This angered Yoahatl as a whole, especially Quauhtli. Yoahatl asked them to leave the island but they refused. This caused Yoahatl to declare war on Mytltpny.

Yoahatl sent five fighters to secure the outer areas of the land claimed by Mytltpny and claim all the land surrounding them using the server's "power" plugin. It was there that the fighting began. More citizens of Yoahatl were drawn into the fighting which moved from Tuton to Tlaloc. Because of the power plugin dictating that each time a faction member was killed, it subtracted power from the faction; the fighting was very high-stakes. But

while Myltpny had diamond armor and weapons like Yoahlt did, Yoahlt had all of these items in reserve as well so Yoahlt could handle losses.

The fighting took place for about two and a half hours. It ended when Myltpny no longer had the resources to fight Yoahlt equally without losing too much power to their claims. This battle was dubbed "The Battle of the Horse". After the battle, the Yoahltan were able to claim land surrounding the Myltpny claims. In this land, Yoahlt constructed an obsidian wall surrounding their claims and despite the fact the bronny HQ which was a floating room constructed of iron and gold blocks with a water elevator on the bottom.

The construction of these walls lead to the siege of Tuton. The siege lasted four days. Small skirmishes took place during that time which Yoahlt won. Yoahlt used this power to claim more of the pixel art and set it aflame. On the fourth day Myltpny mounted an assault with about seven people at a moment when Yoahlt only had five citizens available to defend. These numbers allowed Myltpny to initially take back some of the land. However, more of the Yoahltans came online and then Myltpny was outnumbered twelve to seven. The Yoahltans were able to kill enough of the bronies to claim more pixel art and assault the HQ. The Yoahltans managed to fight their way up and flood and spawn camp the Myltpny HQ. By then Yoahlt controlled the rest of Myltpny's claims. All of the Yoahltan cheered as they removed the blocks and broke into the chests. Soon they were burning the remainder of the pixel art. After that, the faction owner of Myltpny disbanded the faction. It was a clear and decisive victory.

After the fighting, and after the ugly buildings and pixel art were removed, and since the Yoahltan claims were there, Tuton became a settlement of Yoahlt. Many Yoahltans moved into the city and fixed it up into a respectable place and Tuton became a symbol for the Yoahltan dominance of the island. With this city joining the previous three, Yoahlt reached fifty citizens.

The End of the Crystal Age

After the war and the annexation of Tuton, Yoahlt reached new heights of wealth. So much wealth that the pyramids of Tlaloc were adorned with diamond, gold, iron, and lapis blocks in elaborate designs. It also spurred the creation of a new palace and enchanting building. This also led to the formalizing, mapping, and naming of regions within Yoahlt's claims. All was well and peaceful for another month until a new update and new map which marked the end of the Crystal Age.

The sudden reset of the map led to many players of Halybrd to leave because of all the lost progress. Many of those players were Yoahltan. The server was different following the reset. The factions plugins were gone and it was announced that Halybrd would be converted into a zombies survival server. Zombies spawned too much for any one group to settle and it became clear Halybrd would not last. Yoahlt sought a new home as before. Quauhtli was extremely disappointed. And once more, Quauhtli and the Yoahltan traveled to a new server.

The Age of Valor

At this time, it was generally known to the Yoahltlan that minecraft and all of it's servers were generally violent places by now. So when seeking a new home, they looked for a server that was large enough for them to not only enjoy a good growth; but to have space and room to build peacefully and keep themselves a secret. Quauhtli was not a very patient figurehead at this time; and the moment they found a candidate they pulled forth full steam ahead, onto a server called EndlessCraft.

It should be known that while Yoahtl held itself in high esteem in regards of ideals and distinct culture; they were not very good at establishing what kind of server to go to overall. It is because of this, they'd discover that EndlessCraft was a rabidly pvp-focused server; and it is because of this hard-learned fact that would force Yoahtl to take a Isolationist (but ambitious) policy.

The moment they made it into the Spawn-Area of this brave new world, they found themselves in a dog-eat-dog server; far more violent than what they had suspected, let alone what they had seen in Halybrd. It seemed as if the moment someone left the safe-zone of the spawn; they would instantly be hit by an arrow, no matter the distance, and die. What groupings Yoahtl had, had to muscle through the wall of death to get to a safe distance enough to set a home safely and TPA the others who had died to the new locations. Once that had been done they ventured forward for many hours, to the point it almost seemed like a day. The heading was the same as always, to the rising sun; through ocean, forest, and hill. Yoahtl would eventually hit a coast that seemed to endear widely to both sides; and boldly sailed forward through for many more hours of pure ocean. But excitement was in the air; where there should have been boredom and tiredness, there was an electricity in the air and fluttering in their bellies. Their fingers held steadily on their 'W' keys; staring blankly into the screen; lost in the thoughts of what was to come and to be achieved in the hearts and lands of what would soon be Yoahtl; out there somewhere.

Eventually they hit land, and at the very moment they did; they stayed. A whole continent, isolated from anything or anyone who played in Endless; besides the Yoahltlan. The land was promptly named Ixililton and swiftly make-shift houses were built and progress had earnestly began. It was sand, as it was a mixture of both beach and desert; it was to be that many of the buildings to come will and would be built with sandstone, but with an attempt at the Huehuetlic design produced in Halybrd. Attempts at a nostalgia of Tuton was made, with grand to minimal success; it changed overtime. However at the sametime; everyone had kept to the idea of being very quiet, absolutely no public chat until what could be recognized as a city could be made; and no TPA's to those they did not know or trust. It was a wise policy.

This continued for a week and a half, and we slowly grew from from finding and observing those on the main continent and spawn who did not typically fought or mostly indulged in building. It was through this Yoahtl would grow to become a sprawling metropolis of comparable server iterations in the later future, and by now Yoahtl would soon become a major name on the list of top factions in EndlessCraft. EndlessCraft was a PVP-factions server, and as such ran on the factions plugin; those being noted on plugin-based notoriety based on member

count, as well as rhetorical notoriety that would spread across the server; and while Yoahltl was keen on avoiding attention, it couldn't be help as their ambitions outweighed their caution. Slowly Yoahltl began to move away from it's fear-driven caution; and more-so into it's Halybrd moldings. As they built higher towers, greater aesthetics, and far more houses for far more people; they began to notice new houses built in various parts of the continent to which they called home.

The Second Wayon-Dot

After investigating the sudden new residencies popping up across the continent Yoahltl called home; they have discovered that several brand new factions have been established on said continent. Many of which had been founded by people who had friends in Yoahltl, but whom of which did not necessarily want to *live* in Ixilitlon. Many others also came from abroad from the main continent of Spawn to avoid the constant warfare and toxicity, and to be apart of Yoahltl's dream of a peaceful and productive game-time, and like the others; did not want to live in Ixilitlon. And as Ixilitlon grew, so did the neighboring factions of the continent over the coming days and weeks. The ideals of the Huehuetlic culture quickly spread throughout the span of the continent through its new neighbors; save the aesthetics and culture of Ixtlilton. The Yoahltlan saw these new entities as opportunities rather than competition than what they had in Halybrd and they all grew close to Yoahltl and in turn; to each other. Roads were built, trade and bartering was made; and the dream Yoahltl had envisioned became closer to fruition; they were good times.

By then, the continent Yoahltl called home became a hub of hope; a stark contrast to what could be offered at the main continent of Spawn. And furthermore it's more hopeful peers became envious of what Yoahltl and its neighbors can offer. Yoahltl had become once again become a major power in the eyes of the server at large and it became very hard to cloak. Each new faction within the continent held its own aesthetics, build style, and focus; but held with them the ideals of the Huehuetlico. All went well; and Quauhtli would think to the stories told by Wichita; the story of Yoahltl's Origins and the Empire of Wayon-Dot. Quauhtli saw the opportunity to make reality a new Wayon-dot in the continent Yoahltl called home and went about asking the faction leaders of each faction in the continent; A great meeting was held atop the first pryamid of Ixtlilton. The talks began as Quauhtli explained the history of Yoahltl and its importance; and after much agreement, the final agreement came into realization as it would be agreed that all factions upon the continent would be apart of Quauhtli's new Wayon-Dot, and so aptly named was their home continent. Made up of several bases and towns of the continent; they would defend each other and trade amongst each other with open arms knowing it will flow back to one another eventually. The second Wayon-Dot was established, and it was good.

There were many new smaller factions scattered across Wayon-Dot; Yoahltl of course being the more prominent of them. However among those outside of Ixilitlon, a particular few stood out from the rest; those of which who had carved a particular niche and style within Wayon-Dot. First being the "Assassins", the second largest faction in Wayon-dot. The Assassins's name was an accident, but it's niche and way in Wayon-dot was anything but; for they grew quickly from its very conception. The houses and buildings of Assasins were

completely oaken, with small exceptions of cobblestone. They lived in the southern parts of the continent along a taiga/tundra coast overlooked by great mountains and cliffs. They took focus on the ranged part of PVP; always taking part in Archery competitions as well as a "navy". They used small wooden boats as per Minecraft would allow, but they had become good enough at archery that they could shoot a targeted boat with little miss or mistake and they were particularly potent in the water on boat. Then there were the "XPShniks"; a opportunistic and trade-enriched faction that was located further inland to beyond the mountains and hills of Assassins and a way's away from Ixiliton's sands. The XPShniks; while not as numerous as Yoahltl or Assassins, held the concept of trade amongst the factions on the continent highly. It was because of this that they'd quickly become the more wealthy part of the continent. This was coupled for their focus on PVP involving wolves and their love for creating massive structures. Their base was small; but it was made up of large circular towers that started small from the bottom, and larger the higher they became; made from stone bricks. They would scour the continent for any wolves to tame and bring them back to their towers where; whole war parties made up of 4-8 wolves led by one tamer armed with a bow and whatever the best armor and sword he/she could get. All they did was build, trade, train, and gather more wolves. The people of Wayon-Dot were happy and all those dwelled within it enjoyed a time of relative peace and harmony with each other; free from worry from the Continent of Spawn; at least for the time being.

Prelude to War

Nearly two months of undisturbed peace and growth in Yoahltl; and now Wayon-Dot. For nearly a week now; most of the denizens of Wayon-Dot had grown accustomed to the new day-to-day business of a peaceful existence in their slice of EndlessCraft. The Yoahltlan themselves within the walls and pyramids of Ixiliton were not akin to the level of violence one would typically see on a server such as EndlessCraft; having wisely chosen to be secretive at the very beginning of their settlement. Those who were came to deaf ears, as they'd bunker and adorn spaces with walls of obsidian and water in their parts of the continent. And it would be known, that they too; held a wise policy. Unbeknownst to the Huehuetlco of Wayon-Dot. a conflict on the main continent of Spawn; was about to end.

For months, even since before Yoahltl's arrival; a brutal conflict was being waged on main continent of Spawn; waged against a divided and feudal populace. A faction by the name of "DeathPunch" was founded for an unknown amount of time before Yoahltl's arrival to E.C and they too; like Yoahltl, were different. However; unlike Yoahltl, they were unique only in their unparalleled ferocity and toxicity. Governed by anger, ambition, and a rooted child-like happiness to which they soaked from the destruction of those they encountered; and the concept of total domination. They were not like the raiders of Spawn; they were far more ambitious and by far more driven to conquer. And woe drew from those who could not see their blind evil or their blind ambitions. For there is a story behind their inception and their rise to power. And it started and ended from a player named "Inmysovietrussia". (*NOTE FOR SEPARATE TYPE 1*)

By this time; DeathPunch had not only managed to grow a following and become the second largest faction of E.C; but had also managed to gain near total domination of the Continent spawn by violently incorporating factions into a loose confederacy of sorts; while those they saw as threats, they had simply wiped out. However this was not done by skill alone; for they had something that put them far ahead the other feudal factions of Spawn. A client-based modification called "NODUS". NODUS was by all means; a hacking software, and gave great power to those who used it; especially in a server where staff cared little to none of the goings-on of the server overall. And it was because of this; a mediocre group of raiders turned into the dominators of Spawn with many to boot. And when they had conquered Spawn; there was nowhere else to go but Wayon-Dot. Ofcourse at this time; Yoahltl was all but oblivious to what was happening; too busy and content with what they had built in Wayon-Dot. Not untill it was far too late.

The Invasion/The Arrival of Inmysovietrussia