

# The Gay Motherland Roadmap

The Gay Motherland Roadmap is a guide to communes, farms and other utilities around the server.

*Last updated: 12/05/21 by Carthradge*

*(please note, some info may still be a little outdated - mostly applies for population amount or inactive communes)*

## How to add your commune:

1. To add your commune to the list, make a post with its name and description in #requests and ping **@Council**. This is the format:  
**Founder(s):**  
**Population:**  
**Description:**  
**Status: (Open/closed, how to join, active/inactive)**  
**Coordinates:**  
And a picture of your commune if you wish to add one.
2. Post in #requests and ping **@Council** to update your commune info.
3. Try to keep your description under 200 words.
4. We may categorize communes as Major and Minor. If your commune becomes a **Major commune**, please refer newcomers to the Roadmap rather than recruiting/advertising your own commune as soon as they join. This is more fair to all and gives them a chance to learn about the different communes and for those smaller communes to gain new members.
5. For your commune to be registered you need to have a population of at least 2. And we encourage that you've already been part of an existing commune for a decent amount of time. Then you can be added to the roadmap, have a dynmap marker, and when you reach 3 members you can have a discord channel/role.
  - i. Commune channels are archived if completely inactive for over 6 months.

## Info for Newcomers

Ask founders to join a commune unless otherwise stated.

If you join a commune, we now have commune specific discord roles to let others know which commune you associate with! Some communes also have their own discord channel you can access by having a role for said commune. Ask a **@Council** to have a commune role added to you.

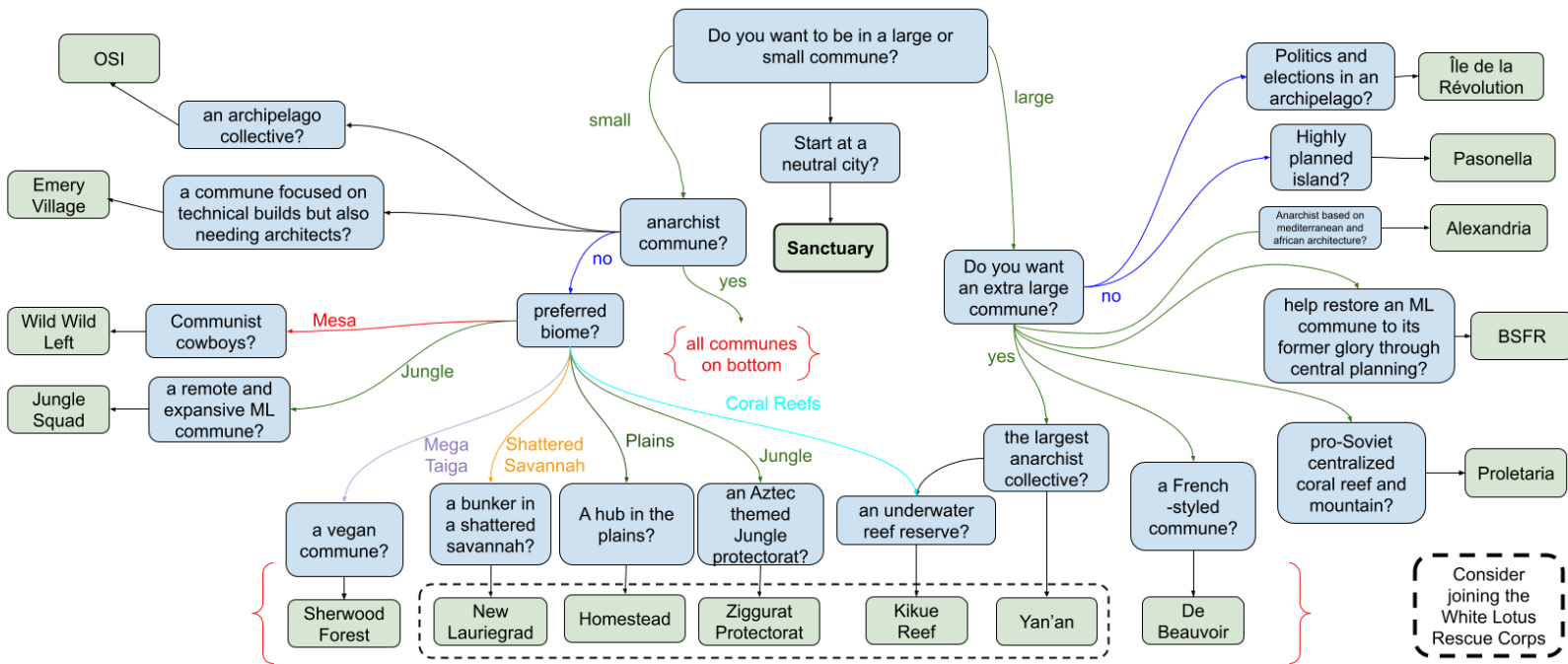
Joining a commune is not necessary! Feel free to go off into the wild and create your own commune or settlement if you prefer! Just try to use the Dynmap to make sure its not too close to any other communes. A link for the Dynmap can be found in the #important\_info channel on the discord. You can also be a member of multiple communes simultaneously. Follow the instructions above to have your new commune added to this list.

## Flowchart and Spreadsheet

The full list of communes can be overwhelming, so it may help to use the following flowchart to guide your exploration of communes. You are completely free to ignore it if you don't find it useful. Many smaller or inactive communes will be missing from the flowchart.

(This flowchart is a work in progress. Contact us if you want to help make it better.)

**We recommend new players start in Sanctuary, but this flowchart can help you explore the server.**



The following spreadsheet contains most communes with their population and classification

[spreadsheet link](#)

# MAJOR

## Sanctuary

**Role:** Server Union City

**Population:** 250+

**Location:** There is a warp gate from spawn to Sanctuary (and back).

**Description:** Sanctuary was founded in August 2020 to serve as the union city for the server. It is meant to be a location for members of different communes to get together.



The city is connected to several major communes by the overworld road network. **We recommend new players start here while they explore the server.**

## **Balthyrrenian Socialist Federative Republic (BSFR)**

**Founders:** Daladafo (Laura), Solidarity, Comrade\_Camisard, Smuglash

**Population:** 68

**Description:** The BSFR is a sprawling federation of communes occupying the continent south of Spawn. While each commune has its own distinct style based on different types of European architecture they all cooperate and work together to become the best looking communes on the server.

### **Communes:**

**-Gracchia:** A Mediterranean style commune taking inspiration from Italy, Spain, and Occitania.

**-Nordeste:** A quaint farming area with a diverse variety of crops and animals, it takes good care in being in harmony with nature.

**-Ergasia:** The beating industrial heart of the BSFR. With its factories and canals it produces all the materials for the construction of the other districts and communes.

**-LaszloVille:** Small taiga village that has been outfitted with the best enchantment book prices around! Guests are welcome to interact with the villagers.

**-Lumen:** A modernist district with glass covered skyscrapers, concrete towers, arcology habitats and much more! Coordinates for the district are: 1170, 3060

**-Maograd:** Maograd is an archipelago that has a mix of an urban and rural feel as it is a large, developing region. Sugarcane is its main export. The Scriptorium and Fort Castro are two landmarks. It also has some of the most interesting ravines

**Status:** Open, active.

**Coordinates:** -950 , 3900 (for Ergasia)



*"Ergasia"*

## **De Beauvoir**

**Founder(s):** AmeliaMakhnovia, Comrade\_Emily

**Population:** 27

**Description:** De Beauvoir is an anarchist commune themed on 18th to 19th century

European neoclassical architecture, featuring relatively tall buildings with distinctive French characteristics.

**Status:** Open. Active. Role self-assignable on roleypoly. Permission is required to make new buildings.

**Coordinates:** 13100 / -300 (access through East axis in the Nether)



## **Proletaria**

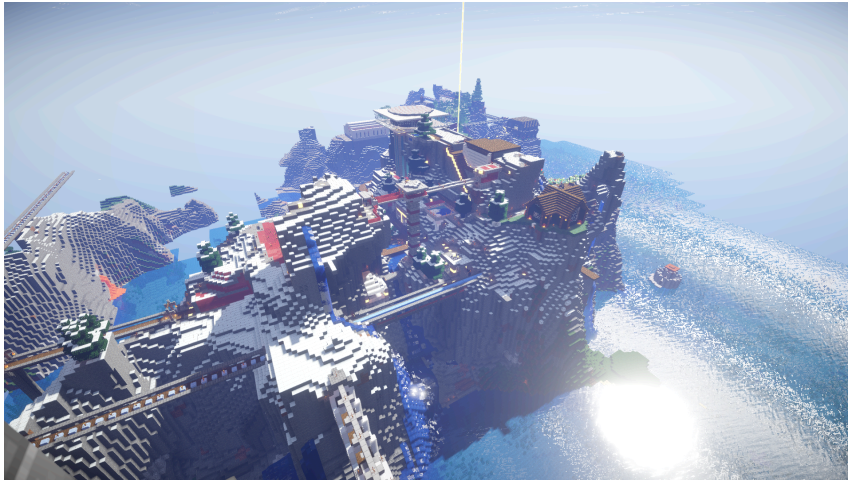
**Founder(s):** Tord and Lycemia

**Population:** 44

**Description:** Proletaria is built on barren 100 block high mountains (mostly stone\_shore) where they meet coral reefs, for a nice contrast. Together with Yan'an, it is the biggest and most active commune, however much more centralized to a small area, and built in layers with water elevators and ice roads for transportation. Right below the commune, a quad cave spider spawner will allow quick mending and enchanting of tools, and north of the center a gunpowder factory allows comrades to power their Elytras to enjoy the rocky coast from above. The architecture is generally northern European with modern straight design, glass, and wooden housing. Works of art include lighthouse, museum, burning US flag, Buzludzha, and an 80 block high Che mural. Current projects: Community storage and Navy

**Status:** Very active. Ping Jamie, Tord or anyone else you find on the dynmap to join.

**Coordinates:** 0/6500, straight south from the nether hub



*"Proletaria"*

## **Yan'an Collective**

**Core Active Members:** Carthradge, Tadhg\_Mac, Merrain, anarkitty, Sledge115, Luxio, Syndieboi, AdamWL, others

**Population:** 93

**Description:** Yan'an is a large, decentralized anarchist collective, loosely based on an alternative history in which anarchist factions continued to grow in East Asia. Each subcommune has full autonomy and its own themes. Yan'an has organized large public works for the server, including the Belt and Road Initiative and the largest trade hall.

**Commune Rights:** [Yan'an Collective Commune Rights and commune list](#)

**-Yan'an:** The core of YC, and where it all started. The largest trade hall on the server can be found here. Yan'an contains apartments for new members still deciding where to build, as well as the Yan'an Underground homes. It's decorated by large statues and contains several temples and churches.

**-Xún:** A sprawling underground dwarven style commune with large open areas dug down to diamond layer. First seeing the East Xún waterfalls can be awe inspiring to those who enjoy large open spaces. The Yan'an resource vault is located here.

**-New Havana:** A mountainous, seaside settlement and home of Yan'an's naval defenses, New Havana is a growing urban community open to all who are willing to embrace anarchy.

**-New Altai:** A mountainous region taking inspiration from Slavic and Mongolian architecture and culture. New Altai is one of the more rural areas of Yan'an, with heavily anarchist ideology and open borders.

**-Qiao:** The location of a large defensive bridge crossing the Yan'an sea to the swamp of Brackbog. Settlements are welcome on the southern end of the bridge.

**Status:** Open. Very active. You can self assign the commune role in Roleypoly.

**Coordinates:** 3400, 0 (for Yan'an core area) 4500, 0 (for Xún)



*"Yan'an Town Square"*

# MINOR

## Alexandria

**Founder:** SpaceDyke(Waves) and Norlukani

**Population:** 37

**Description:** An Anarchist-communist oriented commune built with Byzantine/north african/venetian gothic architecture style. Planned to expand into 3 different biomes adjacent to the commune.

Alexandria is full of hidden history deep within its streets and buildings.

To new members the only thing we ask is to build within the same architectural style.

**Status:** Open - Everyone can join. Role self-assignable on rollole. Please ask other members before building.

**Coordinates:** overworld -2536/ -8995

nether: -314 / -1125





## **Ashina**

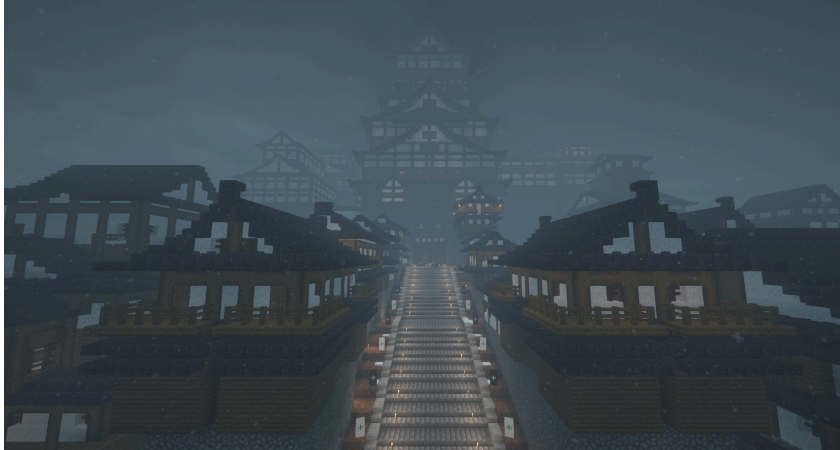
**Founder:** TheGreatCthulhu\_

**Population:** 10

**Description:** Ashina is a developing commune based on the fictional Sengoku-era castle of the same name from Sekiro: Shadows Die Twice

**Status:** Active, Open, DM Cthulhu#9052

**Coordinates:** 11071 / 106 / 674 overworld - 1385 / 129 / 86 Nether



## **Atlantis**

**Founder(s):** Yankees, Bee, and Val

**Population:** 3

**Description:** A small commune committed to covering an End island in ocean.

**Status:** Active, DM a founder for more info

**Coordinates:** End: (1812 / 1188). Take the gateway above the Sand Duping Station and take the railway.

## **Breg burg**

**Founder(s):** EarlGray1, N8iii

**Population:** 4

**Description:** A small commune far out the east outline with a gold farm

**Status:** closed (for now), semi-active

**Coordinates:** Nether Roof Portal: (12960, 0) Overworld: (103700, 65)

## **Danktuary**

**Founders:** Gaben98 & CorduroyTiger

**Population:** 21

**Description:** A weed themed commune and mental health retreat. Danktuary is located west of Sanctuary and north of Pyongyang, and connected to sanctuary in the nether via

a tunnel. Any builds in Danktuary must be relaxing and contribute to the air of relaxation and recovery.

**Status:** Open to join for stoners, contact a founder. Open to visit for all!

**Coordinates:** 2070, 1650 in the overworld



## **Emery Village**

**Founder:** Emery UwU

**Population:** 6

**Description:** It's a small yet growing lake town on an island to the east. It's a part of the Emery island community for those who want to relax or fish. We value inclusivity and ethical production. Enjoy the beach fun and assist on the many server projects. Builders are heavily encouraged to assist in making the commune a more lived and comfy commune.

**Status:** Active, Open, DM Emery (architects heavily encouraged)

**Coordinates:** (9400 / 4350)



## **Île de la Révolution**

**Founder(s):** Dicecat45/Soviet Onion

**Population:** 11

**Description:** Île de la Révolution, a small yet growing island nation south of Proletaria, with serene beaches and untouched reefs, this place is perfect for any nature lover. At Île de la Révolution, the environment is put first.

**Status:** Open, Active

**Co-Ords:** 1915x / 9510z

## **JUNGLE SQUAD**

**Founder(s):** Carbon, Forkentiney, Brazillian and Pencil

**Population:** 10

**Description:** Commune occupying the Jungle continent west of the spawn island. We combine Marxism-Leninism with ecology, living in harmony with nature.

**Status:** Open, to join, send a DM to Brazillian. Semi-Active.

**Coordinates:** (-17787 / 1458)



## **[YC] Kikue Reef**

**Founder:** Konoa\_NOVA

**Core Active Players:** Tadhg (FAT32 SHAMER), Sledge115, Carthradge

**Population:** 11

**Description:** An Ecosocialist sub-oceanic commune and scientific research facility among colorful coral and clear tropical seas. Comrades can relax among the Japanese garden and teahouse or help out with various scientific contraptions or exciting and challenging undersea building projects. We have many homes of different themes throughout the reef. Kikue Reef is part of the Yan'an Collective.

**Status:** Open to all comrades. Message one of the players above you'd like to build a project or ocean home. Semi-active.



**Coordinates:** (300 / -2850)



## **Lesbos**

**Founder(s):** Maria and Filip

**Population:** 5

**Description:** Lesbos is a coastal forest commune founded on anarchist ideals, with a focus on Cottagecore and personal liberty.

**Status:** Open to all!

**Coordinates:** 50000, 1000

## **Libertalia**

**Founder(s):** Emily, Jamie, and Seb

**Population:** 6

**Description:** Ahoy mateys, Libertalia be a pirate themed commune. Located at an archipelago, with one larger main island. Islands within the commune's territory can 'ave their own unique styles an' themes, but must still be related to piracy.

Will ye sign on, lads? An' stand fer the values o' gentlemen o' fortune: freedom, liberty, an' profanity!

**Status:** Open and active. Contact one of the founders to join.

**Coordinates:** -15210, -1935 (-1937, -250 in the nether)



## **Oceania Socialist International (OSI)**

**Founder(s):** Genosha - DGW2905 and RedSpectreNine; Birobidzhan - MapleBear and LazarKaganovich

**Population:** 9

**Description:** OSI is an archipelago commune composed of 11 islands. They are home to a range of Communist and Anarchist beliefs, which is represented with their two main flags. However, over time some islands may hold more people of one philosophy over another, and will develop their own characteristics and specialties.

### **Islands:**

- Genosha: Multi-Tendency Island that is the primary harbor of the commune. They own a massive Guardian Farm which is focused on primarine collection over XP. Houses here are built on the water which are connected to a central canal system. Contact DGW2905 or RedSpectreNine if interested.

**Coordinates:** (-3076, 5347)

- Birobidzhan: Primarily embraces Marxism-Leninism and a dedication to proletarian Jewish culture. They are a small agricultural village, which looks forward to steady and planned growth. They are also home to the beautiful Rabbi Solomon Schleifer Memorial Synagogue. You don't have to be Jewish to join, but Anti-Zionism is a must! Contact MapleBear or Lazar Kaganovich if interested.

**Coordinates:** (-4519 / 5660)

- Other Island names TBD

**Status:** Open, semi-active. Message DGW2905 to join.

## **Pasonella**

**Founder:** Jamie

**Population:** 18

**Description:** Pasonella is a highly centrally planned commune, with the plan to urbanize a massive desert island, and make it an industrial marvel! With an Art Deco style, our commune is welcome to anyone willing to build in said style, regardless of ideology.

**Status:** Open, active. Contact Jamie or a Mod to join, we hope to see you there!

**Coordinates:** 5000, 9500 in the overworld, 625, 1175 in the nether



## **Sherwood Forest**

**Founder(s):** Carthradge and Emily

**Population:** 18

**Description:** Sherwood Forest is a vegan, ecological, and anarchist commune. Buildings in Sherwood must be in harmony with the forest, this means that taking down trees, terraforming, or killing animals is not allowed.

**Status:** Open, semi-active. You can give yourself the commune's role using roleypoly.

**Coordinates:** 7930, 1270

## **Snezhnyy Ostrov**

**Founder(s):** vivi#6328 (ViviBell), Farsen#8094 (Farsen), TunaSandwich

**Population:** 15

**Description:** A Farsenist, east-asian commune, based on preserving nature and its beauty.

**Status:** Contact one of the founders, open for Farsenists. Active.

**Coordinates:** Contact @Sitka#7615



## **United Communes of the Balthyrrian Mountains (UCBM)**

**Members:** Twelve, AlolanExeggutor, YeeYeetus

**Population:** 4

**Description:** The UCBM is a group of ancom communes that have been around since early in the server's history. The communes decided to organise and coordinate with each other. Located in the mountains north of the BSFR.

**Communes:**

-Luxemburg's Reach: The largest of the three, founded by AlolanExeggutor

-New Tuolumne: Based off of Yosemite and the Sierra Nevada. Located just north east of Laszloville, founded by YeeYeetus

-Underrock: An underground commune with a kind of fantasy aesthetic. Founded by former members who went inactive, until picked back up by UCBM

**Status:** Open, Inactive. Let people know if you want to join.

**Coordinates:** (190 / 1530) -Luxemburg's Reach

## **Wild, Wild Left**

**Founder(s):** Marxbear, LankyLogs

**Population:** 6

**Description:** Cowboys, but communist. Wild west based commune!

**Status:** Open, DM LankyLogs or Marxbear, or leave a sign at the Saloon. Inactive.

**Coordinates:** (-1200, / -1900)



## **Yugoslavia**

**Founder(s):** Sectorfive

**Population:** (1) Sectorfive

**Description:** Yugoslavia is a commune themed on Ex Yugoslavia countries City Architecture and Yugoslavia in general, but it's not a project for Yugoslavia to be

recreated 1:1 just using Yugoslavia as inspiration and making something new and fictional.

**Status:** Open and Active, It's free for anyone to join and help around, I would actually like to have more interested people join, To join either reply here or DM me, If you want tour also ask me.

**Coordinates:** X: 4347, Z: 1811



## Θώθ

**Founder(s):** Kitty

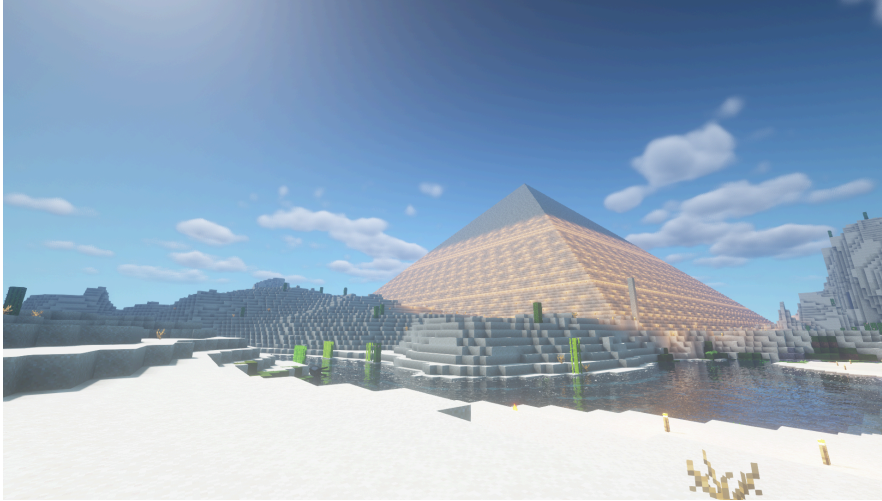
**Population:** 6

**Description:** Θώθ is a small desert commune with an ancient egyptian theme. Our giant pyramid pierces the stars, its presence shining bright over the cold desert night. Here we come together to expand our horizons in wisdom, science, magic, religion, art and the dead in honour of Thoth. Join us in our journey before we face the weighing scales.

**Status:** Open, semi-active. Contact the founder to join.

**Coordinates:** -5115, -1870 (Nether: -643, -201)





## DEAD/INACTIVE

Inactive communes are [tracked here](#).

## FARMS/DUPERS/USEFUL STRUCTURES:

Farms are [tracked here](#).