

The Hive (Life Civilization)

The Hive was the civilization formed to support the God of Life, Soul_Shepherd in their goals to restore order and peace to the world.

Population	~19
Structure	Charismatic authority
Demonym	Life Flock
Allies	Pyros
Enemies	Water Nation
Era	1.5 (Pantheon of Gods)

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Player List

Permanent Residents:

Player Name	Role	Sessions Played	Short Description
Soul_Shepherd	God	1-end	Pastor of the Life Flock, was more like a guide instead of a king to worship.
Arcane_Light	Leader / Guardsman	1-end	Recognized as leader without the need of elections. Apostle of the Life God and guardsman.
Fluffy_World	Co-Leader / Healer	3-end	Head of the nation when Arcane_Light wasn't online and Arcane's left hand. Only real healer of the civ. Sentinel of the Life God
Relative_World	Co-co-Leader / Miner	1-end	Reliable in managing the civ and main miner.

Windy_Whisper	Builder	1-end	Main builder in the Life Civ, built the Main Building and much more.
Spacious_Astral	Builder	1-end	Builder of the civ; engaged in a lot of external politics with Soul.
Gentle_Concord	Guardsmen	4-end~	Sentinel of the life god and guardsman.
Frost_Frost	Builder	1-4, 13-16	Main builder, recognized for their charisma and playful side in the civ, had to leave before the Water War. Built Soul_Shepherd's altar. Would return in time for the Sky Festival.
Rolling_Light	Fisher	1-8~	Early member of the civilization who immigrated from the Air Civilization. Would disappear eventually.
Electric_Cascade	Farmer	3-12~	Farmer of the civ, made the pumpkin farm and a second wheat farm
Lucent_Shimmer	Farmer	4-end~	Farmer for the civ, didn't join much but really dedicated to the welfare of the civ. Contributed many books to the library.
Ghostly_Path	Blacksmith	4-end	Main blacksmith after Molten_Star left, became sentinel for Soul.
Molten_Star	Blacksmith	1-8~	Although left in session 8 to follow the light path, helped the civ develop and was an important factor at the start of the civ.
Sparks_Kindle	Farmer	1-end	Farmer specialized in the gathering of sugar cane. Was possessed by an unknown entity in the late sessions.

Humming_Deer & Drifting_Rain	Tree Cutters	1-6~	A couple who were early members of the civilization who would cut the surrounding trees.
Flare_Sparks	Official DJ	8-end	Escaped the moon nation thanks to Soul, became the official DJ of the civ. Loves parrots.
Pale_Hazel/Fortune_Teller	Farmer	1-end	Farmer specialized in livestock, reached 100k xp on farmer. Responsible for feeding the civilization and the United Pantheon. They would reveal their Fortune Telling skills at the Sky Festival.
Drifting_Horizon	Librarian	1-end	Librarian of the civ, enchanted both of Life and Fire civ, A truly precious civilian, also fought in the war and became a Sentinel for Soul.
Final_Storm	Traveler	10-16~	Traveler of the world who resided in the Hive for a period of time.
Sunlit_Memory	Traveler	2-3~	A follower of the Fire God who often visited the Life Flock. Although they left the Life Civ in session 3, they often stuck around willing to still help the civ. Also bought a horse.
Blooming_Astral	Miner	1-end	A wandering devotee of the God of Life, 7-11 manager.
Astral_Infinity	Miner	4-end	A reliable miner of the civilization responsible for acquiring much stones and ore. Often started to admire the Shepherd.
Wisened_Hazel	Farmer	5-end~	A quiet farmer who resided in the civilization. Due to immense lag, they were not able to play for extended period of times but were a devoted member of the civ.

Infinite_Orbit	Unknown	4-17~	Member of the civilization who also worshipped the Bee. They snowballed every god in the world.
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History

It all started at an island at spawn, near what now is Moon Civ or Lunaria. Everyone was struggling to survive, with no knowledge of which Gods roamed the land. Their main focus was to stay alive and find out more information. Everyone prayed to different words except a few which started to pray to Light, such as Molten_Star and Windy_Whisper. A few started to worship fire, summoning fire rings around the base, or the Earth god, who summoned boulders with ore for them to mine. Eventually everyone pieced together that the Light god was probably the same as the Life and Nature god, which put them in a difficult spot as the Moon worshippers lived nearby, and it was safe to assume the Moon and Death gods were the same. It also wasn't safe to live in spawn. It was decided the best course of action would be to find a better place to live and so the life civ went on a journey to find their home. They boated across the sea and eventually stumbled across a desert. There the Fire God manifested and claimed to know of a prosperous land. Only 3 people followed him and those were the ones who would eventually form Pyros. The rest of the group went looking for a more hospitable place, landing on a cliff side next to a jungle.

And so, the Life Civ started out as a skybase over the sea, going out during the day to progress their classes and returning at night to hide from the mobs. They prayed day and night for Life, for Light, and for Bees. Eventually, they were informed that their god was ready to manifest himself. This lead to the construction of a small altar made up of azalea bushes, flowers, and birch and jungle logs. After joining together in prayer, their god revealed himself as Verdant_Pulse, the god of Life, Light, and Nature, and began summoning animals and plants for the civ to farm. At the beginning of session 3, Verdant_Pulse would change their name to be more fitting of their godly nature, renaming themselves as the Shepherd of Souls, or just Soul Shepherd for their username.

The civ then expanded thanks to the hard work of many people and our resources were always growing due to the constant healing from Soul, and later from Arcane_Light who had become his apostle, without the need of spending resources on a healer leading to a lot of development. This constant gain of XP lead to rapid growth, with the primary bottleneck being food and infrastructure, as the land had yet to be secured with mob-proof walls and floors.

Windy_Whisper would then the Main Building, where the blacksmith, builders, healers and food storage would move in to, and on upper levels built rooms for beds and a new throne big chair for Soul_Shepherd. At the same time, Frost_Frost started building the Main Altar and Spacious Astral began construction of the first mob-proof walls and floors of the civ, allowing for greater safety at night. Eventually the main blacksmith, Molten_Star, left to go with they Daylight people shortly after Sola's ascension into godhood, since Molten had been praying to Light this whole time and wanted to follow their true god. Ghostly_Path would go on to become the new blacksmith.

The civ would primarily grow in isolation, with little contact from the other civs, relying on the few travellers passing through for information. This would remain so until rumours of a conflict between

the Ocean civ and Fire civ reached the people of the life civ, causing Spacious_Astral to begin travelling to gather information in session 8. They would not return until the end of session, in which they shared what they had gathered from the other civs, that the water civ had attacked and killed the fire apostle, and that a tri-civ alliance called the United Pantheon (UP) had formed together between the Earth, Wind, and Moon civs, and attacked the water civ, killing their sentinels and apostles.

The civ was always peaceful and neutral, avoiding the conflict until the Water God, Exiled Abyss, announced their hostility towards the other Gods of every civ, starting with the sudden rise of the tides nearby several civs, causing the civ to begin arming up to defend themselves, waiting for information on the development of the conflict.

The civ armed their fighters Arcane_Light, Relative_World, Gentle_Concord and Fluffy_World with good enough gear, until the Pyros nation leader Faithful_Hearth offered help in exchange of the use of our librarian. Fluffy_World decided to accept their help and give them whatever they wanted, in exchange Faithful rewarded the civ by gearing most of our fighters with netherite and diamond armor, creating an alliance between the civs and a trading route from the mutual sympathy of their "leaders" and the common goal of killing the Water God.

During the war, the civ got attacked two times by the Water God: In which the first time flooded the sugar cane farms, and in the second attack the entire main building got flooded, ruining the entrance; thankfully the civ never got attacked by the Water God disciples. The Hive later helped with supplies, especially level 5 blessed food, sugar cane and food for the war, other than its fighters. After the war the nation kept being allies with the fire nation and kept expanding, remaining neutral until the end.

Economy

No real economy, many trades were made with Pyros. Many trades were also made between Soul_Shepherd and Callie.

Culture

The main culture was the worship of the God of Life Soul_Shepherd, but also the worship of bees: Soul took the symbolic place of "Queen bee" and Arcane_Light wrote "The Beeble". Also many bee puns were often made.

Banner

Artwork by Pom(Fluffy_Eclipse):
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Gallery

Panoramic Views

[image.png](#)

[image.png](#)

Soul's early throne (session 3):

[2026-04-19_16.03.31.png](#)

Main building:

[2026-05-16_18.07.47.png](#)

Inside of Main:

[2026-05-16_18.07.59.png](#)

Top of Main:

[image.png](#)

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