

# Flight Colony



# ROOTS-OF-LIFE

## Flight Colony

*Colony of the endless sky*

@novadrawsthings

### About

#### Name

Flight Colony

#### Name meaning

Named after birds and their connection to the sky

#### Description

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*The Flight Colony lives in a mountainous forest, surrounded by wildlife. Their territory has a large bird population, and you can always hear the whistling of wind, even when surrounded by trees. Cats within the Flight Colony are usually lithe, but known for their vibrant coat colors and long, well-groomed fur. They always try to stay where they can see the sky, grateful for the pine trees*

*having a lack of canopy. Flight Colony cats are skilled climbers, and some are known for swimming ability, especially those who choose to hunt fish in the Windswept River. Cats born into the Flight Colony are commonly named after birds, though outsiders joining later in life are not forced or expected to change their names - it is, however, encouraged, seen as a sign of respect to the winds of change.*

*Prey is abundant in the mountainous home of the Flight Colony, and while hunting birds is expressly forbidden, any other type of prey is free game. Most hunting consists of the abundant fish in the Windswept River, though squirrels, mice, voles, and other small mammals also live in the pine forest that covers most of their territory.*

*Larger animals like coyotes, foxes, mountain lions, and even the occasional bear can be found within the territory, and are extremely dangerous to the residents of the Flight Colony. Bears are extremely rare, but pose the most risk, while the most common predators are foxes and coyotes, and mountain lions are rare but still seen, often on the higher cliffs near the edges of the territory.*

### **Beliefs & Customs**

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*Cats of the Flight Colony worship the sky, the winds of change, and the birds that inhabit it. They believe birds are sacred messengers of the stars, and that when one of their cats dies, their soul is gifted with wings to carry them into the endless sky above. Hunting birds is absolutely forbidden, punishable by exile. The Flight Colony also believes that the wind is the sky reaching out to guide them, carrying scents of prey to them when they hunt and creating a song as it moves through their mountain home.*

*Access to the sky is vital for cats of the Flight Colony. When a cat dies, it is often believed that they must be left under the open sky, so their soul can properly move on to the endless sky. The Owl is responsible for overseeing this ritual, where they are taken to the Sky-Peak, the highest point in their territory, to be put to rest under the stars and allow their soul to move on. After a day has passed, then they are buried.*

## Ranks

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**Raptor:** The leader of the colony, and the most respected cat within their ranks. The Raptor's word is law, and it is their duty to have the final say on decisions. Their job is to manage the colony's interactions with neighboring colonies, as well as settle disputes within their ranks when necessary. When the Raptor dies, the colony's Corvid rises to take their place.

**Corvid:** The Flight Colony's second-in-command, and heir to the leader. The Corvid's duty is to oversee the daily goings-on in the colony, and ensure everyone is safe and fed. They also act as an advisor when needed, assisting the Raptor in making vital decisions.

**Owl:** The colony's seer, known for interpreting signs and omens from The Winds. Responsible for acting as an advisor for the entire colony, and offering guidance to cats who need it. Colony members know they can come to the Owl for advice when they feel lost. The Owl is the first cat considered for the position of Corvid when a new cat becomes Raptor.

**Dove:** The healer of the Flight Colony, known for being able to identify ailments and figure out what best to do about them. Thought to be nearly as wise as the Owl, but in a more practical sense. Cats chosen as the Dove are often gentle and kind in nature.

**Brooder:** The caretakers of the Flight Colony, these cats are responsible for caring for and raising the colony's Chicks. Though often a temporary role taken by parents, any cat can choose to become a Brooder permanently, should they find the calling of caring for kittens something they wish to do in life. Brooders can come and go from the Nest as they please, much like Passerines, and are often treated with much respect - they're raising future generations, after all.

**Passerine:** The commoners of the Flight Colony, Passerines consist of any colony member who is older than 12 months of age. Passerines can come and go from the Nest as they please, and are expected to both hunt for the colony and help raise Chicks.

**Fledgling:** Adolescents, Fledglings are cats between the ages of 6 and 12 months of age. Fledglings are allowed and expected to be learning how to do tasks around the colony, and are allowed to leave the Nest with supervision.

**Chick:** Kittens, Chicks are cats under the age of 6 months. Chicks are raised not only by their parents, but communally by all the Passerines in the colony. They are expected to stay in or close to the Nest at all times, but older Chicks may be taken out to the Blooming Hills by older cats to practice hunting.

### Ceremonies & Festivals

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#### Festival of the Chilling Winds

A holiday celebrating the transition between autumn and winter, this festival lasts roughly a week and consists of cats preparing for the coming cold, and saying goodbye to the migrating birds. Neighboring colonies are welcomed into the Nest to celebrate the change of seasons, and cats engage in fun little games, mostly surrounding fortifying nests against the cold, offering seeds to departing birds, and gathering food to prepare for winter.

## Landmarks

### The Nest

*The colony's camp. The Nest is built around a clearing with a large willow tree in the center, with nests for the colony's high ranks up in the branches; the Raptor nests at the highest safe point of the tree, closest to the sky. Chicks and Fledglings stay in nests built into bushes at the roots of the tree, where it is safest, while Passerines build nests in the clearing itself.*

### The Blooming Hills

*East of the forest's edge lies the Blooming Hills, a hill-covered flower field nestled between the sharp cliffs that line the Flight Colony's territory. This is home to a variety of bugs, and is a common training area for both older Chicks and younger Fledglings, where the young cats can practice stalking and pouncing by going after the bugs and mice in the hills. Cats sometimes pick the flowers from the hills to use as accessories, or to decorate their nests.*

### Windswept River

*The Windswept River is a large river that runs the entire length of the territory, from the northern border to the south-western edge of the colony's land. It's the primary source of food for the cats within, holding a plentiful population of fish. Though the rapids can be dangerous, there are calm parts where cats can cross, and even areas where younger colony members are taught to swim, under careful observation. If you don't like getting your paws wet, small waterfalls bring with them rocky paths that can be used to cross to the other side.*

### The Sky-Peak

*Located at the northernmost tip of the Flight Colony's territory, the Sky-Peak is the highest point in the colony's land. The path up is a winding trail, though the peak itself is only visited by the high ranks. The Sky-Peak is a sacred location to the cats of the colony, said to be the place where the land and sky touch. It is here that the Owl communicates with The Winds themselves, and where every new Raptor goes to gain their blessing upon receiving the title.*

### The Forbidden Grotto

*Located along the western edge of their territory is the entrance to a cave. This cave,*

*known as the Forbidden Grotto, is an area often avoided by cats in the colony - it's dangerous. According to rumors, no one who goes in comes back out again, and it's haunted by spirits who could not find their way to the sky.*

### The Rushing Falls

*In the southwest, where the river spills over the side of the mountain, lies the Rushing Falls. It's a massive waterfall, but the rushing water is only part of what it's known for. At a certain time of year, the falls are visited by large populations of fish, making it one of the most plentiful fishing spots in the territory - plus, the view is pretty great, too.*

### The Great Cliffs

*The second highest point in the territory, the Great Cliffs is a raised section of ground located in the northeastern part of the territory, along their border with the Ridge Colony. The wind rushes across the cliffs, and cats often climb up the Cliffs to search for guidance from The Winds.*

## Leaders

### Current Leader

Rosefinch • Owned by @reverieriver

Chocolate silver spotted tabby cat with white

### Previous Leaders

Kestrel • Owned by @novadrawsthings



Blue spotted tabby with white // red spotted tabby chimera molly

Name • Owned by @

Appearance here

## History

### The Winds [Founding]

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Kestrel always believed in The Winds. It was her family's belief that the sky was alive, looking out for them. After the biggest tragedy in her life, when she was left scared and hopeless, it was the wind that gave her guidance. It tugged at her fur, coaxing her to follow it. And so she did.

On her journey to follow The Winds, she met other cats, who had also followed similar signs onto this path. She explained her family's stories to them, and they agreed to join her. Eventually, after weeks of traveling, the group stumbled upon what would be their territory, a pine forest nestled in the mountains, as if being shielded by the cliffs. It was perfect. Here, Kestrel said, they would make their home, and raise generations to come. Here was where the Flight Colony would be founded.

### Allies and Enemies [The Lignite War]

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It wasn't long after getting settled in the new territory that Kestrel began making allies. The colony found friends in the Wolf Colony, having been on good terms from the start; they were nice from the very beginning, after all. A traveler named Sandpiper was welcomed into the territory, and named as the first Dove of the colony.

Good times couldn't last, however. Cats began to be attacked across the territories, and Flight was no exception. Rosefinch was ambushed in their own territory, and Kestrel was quick to announce that her cats should have extreme caution, staying in groups wherever possible. It was during this tense period that Junco, a cat she had thought lost during the trip to the mountains, returned, and Kestrel was quick to appoint her as the Colony's Owl.

She met with Warlord when he summoned other colony leaders to his territory, and left that meeting with a bad taste in her mouth, seeing how openly combat-oriented they were. She spent the remainder of the Lignite war trying

her best to ensure she and her allies remained safe, keeping an eye on her borders just in case one of the more hostile colonies decided to attack. In the end, Flight was lucky, having escaped the majority of the bloodshed that had consumed the colonies closer to the Outsiders' territory.

## Rising Tensions [Flytrap War]

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Just as one conflict ended, another rose to take its place in the colony's worries. The Garden Colony was taken over, renaming themselves the Flytrap Colony and showing themselves as hostile nearly immediately. Another string of attacks sent the various colonies into turmoil, and Flight was no exception - with Rosefinch, the colony's successor, vanishing alongside one of their Passerines, Kestrel was sent into a panic. She sent out search parties, and told her cats to be on guard; effective immediately, they and Flytrap were at war.

Flight was hardly the only colony to do this. Several of Kestrel's allies declared war on this new adversary as well, with everyone on edge and waiting for the next bout of fighting. Kestrel refused to name a new Corvid - not yet. She refused to believe that Rosefinch wasn't coming back. The rest of the colony was restless, whispering about her, but she didn't seem to pay them much mind.

After Kestrel adopted a litter of kits, she made a decision in the interest of her colony's future. She announced a new rank - Brooders. They were to care for and protect all of the kittens in the colony, to ensure their little ones would be safe from the danger outside of their borders. It was her hope that, through this action, she could keep her kits safe. She was wrong.

Things only got worse when Gale was kidnapped.

Kestrel had nearly shut down, forcing Junco and Sandpiper to take over most of the day-to-day colony upkeep. She was, luckily, aided by her son Robin, who stepped up to help his mother in the wake of his sister's disappearance. But the conflict continued to build, and things took a turn for the worst.

A battle broke out at one of their borders, with a band of Flytrap cats. Several cats were injured and, worst of all, Kestrel herself was taken captive. Without a leader or a successor, Flight was thrown into utter turmoil, with no idea who would lead them now. Sandpiper and Junco had to do something.

So they decided on what they believed was best; Robin would be named as the Acting Raptor, a temporary leader until Kestrel or Rosefinch came back. It wasn't a perfect solution, especially when he was so young, but it was something. He'd learned a lot from his mother, and he wouldn't be alone, supported by both the colony's Owl and Dove.

Much time passed, and eventually, the conflict with Flytrap finally came to an end; an attack was launched on them by the Canyon Colony, during which the prisoners rallied together and sent Foxglove fleeing the territories. During the conflict, Gale and Kestrel both vanished, and it was assumed they'd fled the battle due to their injuries.

Ultimately, Rosefinch was the only captive to return, explaining that they had no idea where Kestrel went. Wren had

chosen to stay with the cats she had befriended, and left Flight to join the newly-renamed Swift Colony. Rosefinch offered Herb their colony's friendship, and returned to the mountains, officially named the colony's new Raptor, though they neglected to appoint a successor just yet.

Relations

Ridge Colony	Wolf Colony
<i>Friendly</i>  The Flight Colony is on good terms with their mountainous neighbors, despite only having met with their leader once.	<i>Allies</i>  The Flight Colony view the Wolf Colony as neighbors and friends, and the two are on friendly terms. They have been allies for many seasons, and that is not likely to change.
Muse Colony	Swift Colony
<i>Allies</i>  The Muse Colony has always been nice to the cats of Flight, and that is likely to stay true.	<i>Friendly</i>  While once at war, Flight is now on friendly terms with the Swift Colony, glad that the conflict has ended and offering their aid to Herb when needed.

Trivia

- The Owl wears a necklace of flowers as a symbol of their rank, similar to a flower crown but draped around the neck
- Flight's cats are known for commonly making the 'chattering' noise that cats sometimes make to mimic bird calls

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*Application base created by @peeperonipip  
Written by @novadrawsthings*

Overhaul WIP



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*Colony of the Winds*

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### About

#### Name

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#### Name meaning

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#### Territory

The Flight Colony lives in a mountainous forest, in a small valley surrounded by steep cliffs that lead into the territories of the neighboring Ridge and Wolf colonies. Most of the trees are species of pine or other evergreen trees, and the forest floor is often covered in fallen pine needles interspersed between berry bushes and colorful wildflowers.

A long, winding river twists through the Flight Colony's territory, which acts as the colony's main

hunting ground. In more open areas of the territory, fields of wildflowers bloom in a variety of colors during warmer seasons, and these areas are often visited by cats who are looking for somewhere nice to rest beneath the sun. Due to the lack of dense trees, most of the forest has an open view of the sky, save for the thicker part of the forest where the colony makes their camp.

The outer parts of the territory are covered in steep cliffs and winding paths, where only the more adventurous or spiritual cats tend to venture, believing that heights bring you closer to the Winds. The cliffs around the edges of the territory are especially dangerous, which keeps many would-be intruders out, since most thieves wouldn't go through the trouble of climbing the harsh rocks.

#### Flora & Fauna

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#### Common Traits

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#### Ranks

##### *High Ranks*

##### Raptor:

**Corvid:** Also sometimes referred to as *The Corvid Council*, this is a rank held by 3-5 cats, acting as the Raptor's trusted advisors. Should the current Raptor die or step down, the eldest Corvid will become the colony's next leader. Corvids are cats that are well trusted to make good decisions, and often discuss their options with the Owls and Doves before settling on a decision.

##### Owl:

##### Dove:

##### *Specialist Ranks*

##### Brooder:



Parrot:

Waterfowl:

Shrike:

### ***Standard Ranks***

*Cats born into the colony will be in these ranks unless the owner moves them to a specialty or they get promoted to a high rank*

**Chick:** The colony's kits, a Chick is any member of the colony below the age of six months. They typically stay in or around the nest at all times, living with their parents and the Brooders in the nursery dens among the tree's roots.

**Fledgeling:** Adolescent cats, typically between the ages of 6 and 12 months, though some may choose to stay Fledgelings until they're a bit older. They are typically escorted by some of the older cats while they learn the territory, as they're very inexperienced when it comes to navigating the mountains. Though they can come and go at will, they are cautioned against travelling too far from the Nest alone.

**Passerine:** Passerines are the colony's commoners, consisting of adult cats who have not chosen to take on a more specialized role. Passerines are the regular inhabitants of the colony, living in peace and helping out where they can. A Passerine can choose to become one of the more specialized ranks at any time.

**Vulture:** The eldest of the colony's members, these are cats who have chosen to retire from most of their tasks, instead spending the final years of their lives peacefully resting. Vultures are highly respected, and sometimes advise even the Corvids on what action is best.

## Landmarks

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## Leaders

### Current Leader

Rosefinch • Owned by @reverieriver

Appearance here

### Previous Leaders

Kestrel • Owned by @novadrawsthings

Appearance here

Robin • Owned by @pumpkin\_spices

Appearance here

## History

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Winds of Change [Unnamed Arc]

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Things were peaceful under Rosefinch's rule, for a while.

Relations

- Colony	- Colony	- Colony	- Colony
<div>Write about your colony's relations here. Can be official relations or the most common opinion of another colony.</div> <div>This section is optional, but useful for tracking relations.</div>	-	-	-

## Trivia