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## ⬅️ ★ { About the Clans } ★ ➡️



⬅️ { Cloud Clan } ➡️

⬅️ Swift and Faithful ➡️

⌘ Current High Ranking Positions: ⌘

Leader: Jaystar

Deputy: Corvidcall

Herbalist: Dragonflylight

Herbalist Apprentice: Chickpaw

**Territory:** sweeping fields of grass and meadows cover this clan's territory. This land is called open-sky territory as there are only a few trees located in this area. The clan is situated beside the two-leg place, and it's common to spot kittypets and rogues on the territory. A few years ago, a new two-leg structure was built on the clan's territory, bringing an increase in the variety of animals and plants found on the territory, but also an added danger as the presence of dogs, two-legs, and large beasts has increased drastically.

**Camp:** The Cloudclan camp was recently rebuilt from scratch after a long war. The camp is bordered with brambles and lies overtop of an old rabbit warren. Several of the dens use these underground burrows and add an escape route for the clan's most vulnerable if there is any danger. Other dens are made of woven grass or stone. The leader's den sits in the middle of the camp, a stone the clan leader will stand upon during clan meetings.

**Prey:** mainly rabbits, with mice, moles, and birds.

**Weather:** The weather here is pretty average. The only exception is that it is much windier and has little shelter. In new-leaf meadows, beautiful wildflowers cover the fields.

**Common Physical Features:** Cloudclan cats often have longer legs than the other clans, ideal for running. Cats tend to have narrow and light but muscular builds, fit for running. Short fur, lighter-colored pelts, and rosette spots are common in Cloudclan.

**Abilities:** Cloud Clan cats are swifter than the other clan cats and, in effect, have faster reaction times to fights. These cats can chase rabbits and catch them with ease. Their hunting style usually consists of cornering prey and killing it swiftly. Their fighting style

involves swiftly hitting their opponent and then leaping away. They often use their speed to dodge other opponents.



⌂ { Hail Clan } ⌂

← Wise and Strong →

↪ Current High Ranking Positions: ↩

Leader: Moosestar

Deputy: Mallardchirp

Herbalist: Bramblechip

Herbalist Apprentice: Pearbark, Dewripple

**Territory:** a heavily forested, mountainous land. Amazing views can be seen from certain cliffs, and it is rumored that Hail Clan has a view of the entire land. It's common to spot foxes, coyotes and even bears on their territory. This territory holds many secret caverns and valleys just waiting to be explored.

**Camp:** Hailclan's camp is nestled into one of the mountain's valleys, using the natural inclines to shelter it from the worst storms. An old felled tree is used for shelter and for an entrance and exit at times. A few of the dens are dug into the groves of the earth, while most of them use branches and stone to create their shelters.

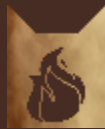
**Prey:** Mainly squirrels and mice, with the occasional hare and bird.

**Weather:** This clan tends to get more snow in Leaf-Bare compared to the other clans, which is due to the higher elevation. They also are more sheltered from the wind. The mountains can be treacherous at

the best of times, but when the leaf-bare snow starts to melt, avalanches and flooding can be common.

**Common Physical Features:** Hailclan cats often have longer, fluffier fur. They have larger, wider, paws to prevent sinking into the snow. Hailclan cats tend to be stockier in build, with dark browns, blacks, and whites as common pelt colors.

**Abilities:** Hailclan cats have a greater ability to climb up rockier slopes and trees. They can take advantage of their skills by hunting in the rockiest terrains and being able to leap down from branches as an attack. Battle strategies involve taking enemy forces by surprise by leaping down from the tree tops, and they are known for taking their enemies head-on with sheer muscle. They tend to be stronger and more offensive in fights.



← { Ember Clan } →

← Innovative and Determined →

**Current High Ranking Positions:**

Leader: Snapstar

Deputy: Zephyrrattle

Herbalist: Singeflicker

Herbalist Apprentice: Elmspark, Firewing

**Territory:** their territory is along a rocky beach, and they usually swim in the river surrounding them to catch prey. Their territory is lightly forested near the border but mainly consists of dry grassland and rocky sandy beaches.

**Camp:** Their camp resides in a cavern, which can most easily be accessed by swimming along the water's edge. The camp has a stream through the cave's opening, disappearing deep into the cavern beyond where even the smallest kit could squeeze through. The stream is banked by several stones used as a safety fence to monitor the water level in case of flooding. Dens are situated on either side of this stream and are made of stone or utilizing crevices in the cave walls. A secret tunnel leading out of camp is hidden inside the herbalist's den in case of emergency.

**Prey:** Fish (minnows/trout/salmon, usually), sea birds, frogs, snakes, and snails.

**Weather:** The weather here tends to be average. Heat affects the clan's territory more, causing many cats to stay in camp where the damp cave helps keep them cool during green-leaf season or to spend more of their time in the water. The sandy grasslands dry quickly and can be popular areas to nap in the sun.

**Common Physical Features:** Emberclan cats are slim, with limbs built for swimming in strong currents and tough pads for living on rocky shores. Short, slick fur, like an otter's, is common in various grays and browns. Calicos and tabbies are also common.

**Abilities:** These cats are very excellent swimmers. What they lack in speed and endurance on land, they make up in the water. They can also hold their breaths longer than the other cats. They utilize this in attack tragedies by holding their opponents under the water until they give in. They use the diverse waterways to reach their enemies. They are the best swimmers in the clans.



← { Marsh Clan } →

←-- Observant and Honest -->

**Current High Ranking Positions:**

Leader: Opossumstar

Deputy: Blackbird

Herbalist: Fisherbat

Herbalist Apprentice: Daffodilplume

**Territory:** marshland is this clan's territory. Most of their land is covered by thick reeds, small rivers, and pools. A forest lies close to the Cloudclan border, most of the trees covered in moss. This clan is prone to flooding, and the ground is often squishy and wet no matter where in the territory you travel. Underneath Marshclan territory lies a system of tunnels spanning between Marshclan and Cloudclan territory. Bobcats and fishers can at times, be found in Marshclan's territory, but in general, they don't see a lot of predators.

**Camp:** Marshclan camp lies on a small island just off of the lake shore. It requires a bit of wading through the shallows to travel, or in especially wet seasons, one may need to swim.

The dens are mostly built of reeds and are designed in a way that should the camp ever flood; these dens will float on top. The leader's den and herbalist's den are the only exceptions, underneath the one tree on this island and a stone structure, respectively.

**Prey:** snakes, frogs, snails, crabs, voles, mice, herons, ducks, small fish, turtles, marsh-dwelling creatures.

**Weather:** During heavy rains, the territory tends to flood, forcing the

cats to retreat to their camp for a few days. The territory tends to be more humid than other territories, and cats often find themselves wading through mud and muck.

**Common Physical Features:** Marshclan cats are stockier and have thick, water-resistant coats. Marshclan cats also have wider paws to help wade through the often flooded land of their territory. Browns and ginger mixtures are common in Marshclan.

**Abilities:** These cats possess some swimming ability, but they do not swim as much as Ember Clan does. They typically wade in water, and when their territory floods, they sit along the banks and catch prey with their paws. These cats are known to be excellent hunters, though, very observant, and they tend to be stealthier than other clans. Marshclan developed a non-verbal sign language that later became used in the other three clans as well. As the birthplace of this language, Marshclan tends to teach it to all kits in the nursery and use it regularly. It's expected that all Marshclan cats would know at least a little of this language.



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←P { Cervine Empire ; Lion's Fall } P→

← Versatile and Enduring →

Current High Ranking Positions:

Territory General: Blackberry of Fallen Hail

Advisor: Lou of the Broken Alley

Diplomat: Larch of the Evergreen Glade

**Territory:** Lion's Fall in a forested ravine with steep inclines and high cliffsides. The uneven terrain offers plenty of places to hide and patrol and a variety of plant life to feed the local deer population.

The Lion's Fall Territory doesn't have a 'camp' like a clan might. There is a meeting place in an abandoned mountain lion's den, but as for sleeping arrangements, families and individuals split off and make their dens. Some cats will build their dens near one another or share a den with friends. In colder seasons, it's more common for cats to band together to keep warm, but in warm seasons, there will be times a cat will sleep wherever it's convenient rather than returning to one place each night.

The one exception to this is the group's outpost stations. Outposts are stationed throughout the territory with cats assigned to stay and stand guard over them. This helps the group track the comings and goings of their territory, even without a scheduled patrol.

Bobcats, Coyotes, Raccoons, and Foxes can often be found in the territory. Larger predators attracted by the influx of deer may need to be driven off more often.

**Prey:** Birds, Mice, Snakes, Chipmunks, and Shrews are common, occasionally hares or moles.

**Weather:** Winds and rains can be hazardous over this terrain. Rockslides are especially common. They tend to get lighter snow than most and don't fear flooding.

**Common Physical Features:** None; cats of the empire will hail from all sorts of regions and will sport a variety of traits and appearances. One aspect they may have in common is an abundance of accessories. Often, cats will adorn their pelts with numerous accessories and even wear stick crowns over their heads fashioned to look like antlers.

**Abilities:** Empire cats will show various skills and talents, seeking out



knowledge for knowledge's sake more often than for survival. But one thing empire cats tend to show more than most is a tremendous amount of endurance; they are cats capable of long-distance journeys and travels and adaptable to a number of different terrains and environments.