

Four Clans, One Cup: A Guide

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Roles

- Leader
 - Removed from power when too old or for some other reason no longer able to lead
- Deputies
 - Two selected by leader / only one if there is still a former deputy in place
 - Generally work as just normal warriors
 - Take over as leader in place of the one who selected them when leader is forced to step down or dies
 - There is generally a first deputy and then a second deputy in command to prevent any confusion.
- Medicine cats
 - Unlimited number of medicine cats and apprentices
 - Usually disabled in some way
 - Does not have to go through the forest trial
 - Usually this position is called at 3 moons or asked for by a mother due to a kit's disability. If they are unable or unwilling to be a medicine cat, they are to live in the elder's den.
- Warriors
 - Very similar to canonical warriors in clan
- Apprentices
 - Vary in age
 - Generally tend to be in the range of 6-11 moons
 - Unable to receive apprentice name until completes a specific trial
 - Once of age, kits are put
 - Generally focus on a specific area, either fighting or hunting.
 - All cats are taught minimally about herbs that may come in handy at some point. Expected to retain this information
- Kits
 - Cannot be sent into trial until at least 4 moons
 - If a kit from another clan is found, it is not required you help them, nor if you help them to return them.

Code ¹

1. Defend your Clan, even with your life. You may have friendships with cats from other Clans, but your loyalty must remain to your Clan, as one day you may meet them in battle.
2. Do not hunt or trespass on another Clan's territory.
3. Clan-born kits are to be fed first, followed by injured or sick cats, warriors, apprentices, the rest of the kits, then elders.
4. The deputy will become Clan leader when the leader dies, retires or is exiled.
5. After the death or retirement of the deputy, the new deputy must be chosen before moonhigh.
6. A Gathering of all four Clans is held at the full moon during a truce that lasts for the night. There shall be no fighting among Clans at this time.
7. Boundaries must be checked and marked daily. Challenge all trespassing cats.
8. The word of the Clan leaders is the warrior code, no questions asked.
9. Each Clan has the right to be proud and independent, but in times of trouble they must forget their boundaries and fight side by side to protect the four. Each Clan must help the others so that no Clan will fall. (Questioned by Spiderclan and Waspclan).
10. Enemy patrols must not attack cats if they are on a mission all four Clans agree on. If not all four clans agree upon this mission, they are fair game.
11. Medicine cats may have a mate or kits, though if these distract them from their duties these rights will be taken away. Kits will be given to a nursing queen. If no queen is available and kit is too young to eat solids, they are to be abandoned in the territory. At this point, it is Starclan's choice if they survive.
12. The safety of the Clan is more important than the safety of one cat.
13. Clans must not force another Clan to share territory

Exceptions

Cats on their way to the Star Cavern or the rock are allowed to cross other Clans' territories to get to their destination.

Cats may travel on other Clan territories if they have something to report or ask for help.

¹ Original rules removed by this new code still followed by Antclan.

Spiderclan

History

- First leader was Spiderface/star (deceased)
 - Deputy Tickbite (deceased)
- Medicine cat - Frogtooth (deceased)
- Suggested two deputy rule as Tickbite and Spiderstar died in the same battle, leaving the clan in shambles for several long moons.

Territory

- Live in a swampy area filled with trees. A lot of water and mud.
 - Camp found in a small area of dry land with various fallen trees. Warriors and apprentice den both found up in trees in places where two trees have entangled branches, leaning on each other for support. These trees are already dead, and this is often reinforced with new branches. Elder and nursery found in hollows of trees on the ground for easy access. Medicine cat den in a similar space across camp. All of these dens do have emergency replacements in the trees, though they are rarely used in fear of injury due to falling of elders, kits, or pre-injured/sick cats.
 - Meetings are called from the lower branches of the tree of which the medicine cat den is part of.
- Usually hunt frogs, fish, and lizards. Occasionally, when desperate, will catch crabs. Not recommended due to being hard to open up and the fact they have claws of their own. Occasionally large injured animals can be found or freshly dead animals (Mainly birds).
- Crocodiles and snapping turtles are to be avoided. They've lost several cats to crocodile attacks, though these large lizards tend to stay in their own area. Snapping turtles are less of a threat, though they have caused several deaths and live-long cripples of their own.
- Border Waspclan and Beetleclan

Characteristics (Not required)

- Slick furred
- Long legged
- Good at climbing (otherwise unable to reach dens)
- Strong legs for walking through mud and swimming.
- Dark fur (shades of brown and black)
- Quick on feet
- Sly
- Charismatic

Waspclan

History

- First leader was Waspstorm/star (deceased)
 - Deputy Foxheart (deceased)
- Medicine cat - Beetail (deceased)
- First to claim territory; found the Star Cave

Territory

- Border with Spiderclan is marshy, though it quickly dries out into just forest, a few murky streams running down from the swamp. Mostly dense forest, trees have a tendency to knot branches together or almost even form walls.
 - Dense forest, though there is various spots of open meadow and rocks where cats enjoy lounging during newleaf and greenleaf.
 - Camp falls in where there are very dense trees and then an open meadow, though the flowers have all been mostly crushed by now. There is hardly any water nearby to this camp, though the camp has an advantage given it is hard to access due to the trees. Gaps in the trees have been mostly filled in with bramble aside from the entrance, which is to the south of the camp, away from any other clans.
 - Leader's den is up in a tree in a hollow that is unknown how it got there, though it is a large old tree, big enough for 2-3 cats. Obviously difficult to get to if not at least apprentice age.
 - Medicine cat den is possibly the largest of the dens, with enough room to house up to 12 cats without crowding. Located against the wall of camp, hidden away behind the tree where leader's den is. Mostly built by clan members over a branch overhanging from the dead tree the leader's den is in.
 - The warriors sleep under the cover of a fallen tree and are able to look out on the camp.
- Typically hunt mice and various birds; ever so often a lizard will wander down from Spiderclan Territory and they'll catch that
- Have to watch out for crocodiles who are like ̂_(ツ)_/̂ guess you'll die, though this is a rare occurrence. Occasionally dogs will escape from the twoleg place, which is one disadvantage to their camp, and one advantage to having tall trees around their camp.
- Border Spiderclan and Antclan

Characteristics (Not required)

- Aggressive
- Strong legs for climbing trees
- Black, grey, or brown fur (blends into surroundings; most of ancestors had this color fur)
- High endurance
- Quiet on feet.

Antclan

History

- First leader was AntCloud/Star (alive, 1/9 lives)
 - Deputy was LadybugSpot (deceased)
- First medicine cat - AcornLeg (deceased)
- Originally didn't want to come; simply came to mediate between clans.
- Generally where all cats go when exiled or abandoned by the other clans. Tend to take in lost kits from Waspclan and Beetleclan.
- Only clan to follow the original warrior code

Territory

- Quite possibly the worst of the territories. Few trees leading into territory from Waspclan. Most living trees very young, though most trees in their territory are burned down due to a past forest fire. About 1/5th of their territory is filled with life and greenery due to a stream which runs between where the fire raged and the greenery.
 - Their camp is a hollow in the ground, which within is a series of tunnels, of which they assume was dug by Starclan specifically for them. The entry is obvious to find, and once inside it seems a bit crowded. Due to this, many Antclan cats tend to just sleep outside. They have actually dug small indents in the sides of their hollow to sleep in and this is where the warriors stay. The tunnels are reserved for kits, elders, and queens. The medicine cat's den sits under a dead log of which has partially fallen into the camp, giving them cover. The leader's den is an indent further up the hollow where the rock cuts away. This ledge is also where meetings are called from.
- Due to the small amount of greenery they have in their territory, they are able to catch mice. In difficult times, Antclan tends to attempt to fish in the stream. Most of the time, though, they scavenge for food in places most cats wouldn't consider.
- Though they do have to deal with the occasional snake or badger, the most dangerous things that Antclan has to deal with are the other clans and the monster path that runs near the back of their territory.
- Border Waspclan and Beetleclan

Characteristics (Not required)

- Small cats
- Level headed
- Meek
- Generally have brown or black fur
 - Via descendants there are ginger, black, and dappled cats.
 - Far more variation than other clans.

- Known for generally bad eyesight due to being in tunnels for so much of life but keen sense of hearing and smell.

Beetleclan

History

- First leader was Beetlefur/star (deceased)
 - Deputy CricketChirp (deceased)
- First Medicine Cat - SunFlower (deceased)
- Actually requested for Antcloud to come with them
- Suggested keeping the all-clan meetings every full moon with a truce when Waspstar and Spiderstar attempted to remove this.

Territory

- They have a very rocky territory with little greenery, which is why they didn't suffer from Antclan's forest fire. There are small spots where the rocks lessen and there are spots of sand or flat stone, though those are rare. Ivy grows wild across the rocks, and it's generally a very wide open territory aside from being very hard to climb. A small amount of greenery grows in one corner of their territory, which they try to practice fighting in in the scenario of a battle with Spiderclan or Waspclan.
 - Their camp is a small spot of slightly flattened rock with variously naturally formed small dens in it. It's hard to see and mostly blocked. It has high walls, and is very difficult to enter or exit unless you know what you're doing. The nursery and the elder's den are beside each other to the west, opposite the entrance. Though the back is covered by rock, the front has been carefully expanded with years of work with brambles and ivy. The warrior's den is a wider hollow of which has several drop downs where cats often accidentally fall when sleeping, which especially is an issue when someone is already sleeping there. Above that is the apprentice's den, which is a climb to get to, but there are roughly made stairs to help. Of course, they don't actually help much. Beside the entrance (aka the spot with the most footholds) is the leader's den, which is mostly just where a rock had slid down and been propped up on another rock, leading to a small cave area, just big enough for a cat or two to fit comfortably. Ivy covers the entrance of this, and the top. On top of this is where meetings are called. Away from the rest of the dens is the medicine cat den, nestled in a small stack of rocks of which seemed to just perfectly make a den big enough for several cats to sleep in. Most nights, the medicine cat tends to sleep atop of this. The holes in the rock around the camp, if part of a den or not, are filled with ivy to prevent easy access of snakes and other dangerous reptiles to the camp.
- In Beetleclan, their meals mostly consist of lizards and snakes. Sometimes they may catch the stray mouse on the rocks, though it's unusual.
- Snakes are also the most dangerous thing in this territory. They have bitten and killed many cats over the time that Beetleclan has lived where they currently are.

Characteristics (Not required)

- Strong, stocky legs for climbing rocks and keeping balance
- Very go-with-the-flow
- Unwilling to stand up for self
- Anxious
- Generally have dark, monotone pelts (black, grey, white).

All Clans

- Truce every full moon to meet at The Jagged Rock to talk about how each clan is doing.
- The Jagged Rock is located in approximately the middle of the clans, a bit into Beetleclan territory.
- The Star Cavern is located in Waspclan Territory in the Northwest, a bit past the twoleg nests.

Rouges/Loners

- Barn is located about a mile or two away from the twoleg-nests, further into Antclan territory rather than Waspclan.
- Literally a barn, complete with a farm. Rouges/Loners gather here due to an abundance of food.

Kittypets

- Twoleg nests located in Waspclan
- They *will* be attacked if found in Waspclan or Spiderclan territory and likely killed. Various cats have had their lives ended this way.
- Kittypets *are* allowed to also live at the barn, though it is unusual and probably only one or two cats will be allowed there.

The Star Cavern

- Located in NW Waspclan Territory a bit past Twoleg nests
- A large cavern with many stalactites, stalagmites, and naturally formed columns. Far enough in there is a hole in the roof, which shines down upon a large pool of water. At night, the stars reflect in this water, as well as the moon. There is a small path of stones that lead to a island in the

middle of the pool; this is where medicine cats and leaders are named and visits to Starclan are made.

The Jagged Rock

- Located generally in middle of clans; slightly going into Beetleclan territory.
- Sort of a cliff with a rock hanging above it (similar to leader's den formation in Antclan).
- Leaders stand atop the rock to speak, while deputies sit on a lower ledge.
- Medicine Cats/Warriors/Apprentices/Elders gather at bottom to watch.
- Very few scraggly bushes are around the area
- There is a pool of water near the east of the area which every cat is expected to drink from upon arrival to the gathering.