

ROOTS-OF-LIFE

Lignite Colony

Unyielding and resolute

@MT26

About

Name

Lignite Colony

Name meaning

Named after the abandoned coal power plant that fills the area

Description

Territory

Most of central Lignite is an industrial wasteland characterized by a huge coal mine and a coal power plant that have long been abandoned. Life in the center of the territory is relatively scarce and prey can be difficult to find. Due to this, cats mostly hunt on the outskirts, where lush areas can be found. Central Lignite still holds the most importance as it is the location of their main camp, the abandoned power plant.

The expansion to the north unlocked a mountainous and densely forested area; up there it's cold and snowy, with a snow cover for a large percentage of the year. A volcano rises to the northeast, with glaciers on its slopes and a caldera on top. The western expansion is composed mainly of deciduous forests and meadows spanning across a relatively flat land. Here the weather is milder and seasonal changes can be experienced with more intensity; this region borders Deciduous Colony, once part of Lignite. To the southeast there is another mountainous area, with eroded mountains that have caves.

Cats

Generally Lignite cats have muted fur colors, tall sturdy builds, and large paws. Grays and browns are the most common fur colors. The larger and stronger a cat is, the more likely they are to climb on military ranks; with the majority of high ranks towering above the rest of the colony. Despite this, any cat is welcome and valued in the colony; with the non-combatant role being made for those not interested or skilled in warfare.

Lignite cats are very loyal to their group, proud of their roles as defenders of the region. Cats in this colony tend to be less chatty and more hardworking and fearless. Loyalty amongst fellow colony cats and competence are very valued traits, more than physical attributes. They tend to be polite but brief in interactions with non-colony cats and are less likely to share close information with them.

Brief History

Lignite Colony was created by Warlord and his armies; this Supreme Leader tried to invade the neighboring regions, briefly conquering Flower and Builder Colonies, and partially taking over Meadow and Ivy Colonies. Rising internal tensions led to Renaissance Man and other cats rebelling and killing Warlord; this in turn led to internal turmoil that fractured the colony amidst the war. Loyalists led by Theodore and Mud, with the aid of Flytrap Colony, attempted a counterrevolution but failed. Theodore was killed and Mud fled with her remaining forces and started her own group. The remaining cats negotiated an end to the war, freeing all occupied territories; but despite their best efforts, they were not able to decide on how the reformed Lignite should be ruled. The colony decided to split in good terms, with the eastern side becoming Deciduous Colony and the western one remaining as Lignite under the command of Renaissance Man.

Politics

Lignite cats see the Warlord regime in a negative way, regretting the war and the death it caused to others and themselves. The colony is proud of its reformed military; cats now see themselves as the guarantors of stability and order in the region, therefore their colony is still army-centered. Lignite does not want to be seen as the enemy again, so it has become more open to relations with other colonies; their main goal is to maintain at least neutral relationships with most colonies and to mend bonds broken by war.

If Deciduous is the diplomatic side of the duo, Lignite is the fighter. The Colony is not afraid to intervene with their army if they feel threatened as long as they are seen as being on the "good" side by the larger community. They are technically at war with Cliffside Colony, made of the former Mud's Group, which they consider traitors; however, since they were driven away there has not been any fighting.

Landmarks



The Power Station

A former coal-fired power plant, abandoned over half a century ago; this dark brick structure stands out in the desolate land due to its tall smokestacks, of which 2 still stand and one has collapsed. It is used as the main camp for the Colony, with the cats living in

the various rooms of the building; in the turbine room the cats have a massive map they painted, called the Great Mural. One of the smokestacks has spiraling stairs and can be climbed, usually for meetings between high ranks. Conveyor belts lead to a coal deposit in front of the plant. An abandoned parking lot nearby serves as a meeting spot for large gatherings.

The Earth's Eye

A huge open-pit brown coal mine in the middle of the territory that used to feed the power plant. It has long been abandoned with plants growing on it and is littered with derelict mining equipment. A dangerous area due to possible landslides and collapses, but contains more prey than the surroundings. Brave or curious cats venture here; it also offers ample hiding spots between the rocks and abandoned machinery.

The Ash Ponds

Former coal ash ponds of the power plant; their dikes have long collapsed and the slurry has spilled in the area, creating toxic ponds. The water isn't drinkable, nor fish live there. Cats avoid this area.

The Barracks

Former worker housing community for the mine and the power station; now the houses lay in ruins, but the area has been spared of pollution and grasses and trees grow here. It's the area with the most abundant prey. Noncombatants often inhabit this spot; also used as a hunting area.

The Ominous Mountains

A range of man-made hills from the tailings of the coal mine; these black hills are unstable and heavily eroded by rain, with the risk of collapsing. Some vegetation has started growing on them, a dilapidated road snakes between them.

The Barrier

An earthen dam built to divert the river in order to build the complex; a dry riverbed scars the territory, especially to the east. The western border is demarcated by the new channel of the river. Vegetation grows on the riverbanks and prey is more abundant, but predators can be found here looking for prey too.

The Great Mural

A huge map of the region made with natural paints on the walls of the power plant's turbine room. It was the Mapmaker's job to keep it updated after trips to other colonies and territories. The map shows colonies, rivers, mountains, cat camps, human structures, and other features of the land. The map had been ordered by Warlord for his war, now it remains as a reminder of those dark times.

The Mountain Range

A range of forested mountains cross the northern expansion of the Colony, here it's cold and covered in snow a large part of the year. Old-growth trees are common in the area. This area once belonged to a colony known as Coastal Colony; if any cat looks closely, you might find marks of its past inhabitants.

The Snow Valley

A flat meadow between mountains, here snow can pile up significantly during winters. When

it's not covered in snow, the valley is dotted with grasses and small flowers. However, their growth season is short, most of the year it's a snowy landscape. Tales of the old colony say cats used to avoid this area.

The Ice Sentinel

A huge volcano covered in glaciers; it dominates the landscape, with it being visible as far as from the power plant smokestacks and beyond. Cats were once unaware of its volcanic origin, as the former inhabitants called it a mountain; this until the Volcano Group cats joined the Colony and told them about it, and its sleeping danger.

The Deciduous Forest (Now mostly owned by Deciduous Colony)

Located on the eastern side of the colony, this forest of broadleaf trees grows around a river. The area is less cold than the places north of it, but here the seasonal changes of the trees are very visible. The area is known for its fall colors and mild summers. There's relatively abundant prey in this area.

The Eroded Mountains

Rising south of the Deciduous Forest are the Eroded Mountains; eroded by constant rain and snow and from former mining, the mountains are mostly bare rock with moss and few trees. A former mine cave network crosses one of the mountains; its existence is kept secret aside from the most loyal, the place is a secret hideout in case of any major risk.

Leaders

Current Supreme Leader

Renaissance Man • Owned by @MT26

Huge muscular silver black broken bicolor tom

Previous Supreme Leaders

Warlord • Owned by @MT26 (Dead)

Black smoke

History

For the Lignite War in more detail, check this [summary!](#)

Knights and Gangs

Warlord was born in a small barn with his sister Flame; they met a group of cats and began hunting together. Time passed and a drought struck their region, food became scarce and they began stealing from other cats and fighting for prey. The leader of their group died and Warlord assumed control, ordering them to start a march towards another region where there would be more food. Their long trip led them to a dying industrial town, it wasn't what they were looking for but at least it had more prey. They continued fighting other cats and stealing their prey, driving out Aspen and other cats. However, people left the town and prey grew scarce once again; they had to find a place to settle definitely.

Warlord ordered their cats to start another great trip, this time following rumors of a lush region full of cat "colonies."

Another group they found were of a bunch of ex-criminals named the Knights; survivors and remnants of an organization known as the Knights of the Forest, whose leader and deity Fang was killed by Merlin. The group was decimated and dispersed, but over time some of the members got together again in an effort to regain their criminal lifestyle. Warlord joined them under his command, offering them to together build the largest army that no cat would ever bring down.

He and his forces settled on the forest between Meadow and Builder colonies. Builder attempted to send a negotiating party but they chased them out. Some days later Warlord's Group discovered they were being spied on by Builder scouts; those cats would not let them take the territory in peace.

The Raid

Warlord left to gather more members that had remained in their past lands; in the meantime his second in command Gust and his generals Theodore and Flame planned a surprise for him. They would take Meadow Colony's territory and claim it as their own to give it to Warlord. Flame, Warlord's sister, acted as an infiltrated spy, informing them of Meadow as an easy target.

A strike force led by Gust and Theodore made their way into the pacific colony early in the morning; some soldiers broke formation and stumbled into a morning patrol. Simon and Aspen, the patrol cats, ran back to camp and warned the colony just as the army arrived. With many Meadow cats fleeing, they pushed forwards and tried to take over the camp as other Meadow colonists stood their ground and joined the fight. Flame tried going after the leader, Honeysuckle, but Simon stopped her and they got into a fight.

Some of their members were beaten up by Ambrosia, a good Meadow fighter, while others continued their advance. With Gust beaten, he cried retreat and some of the army followed him back. Theodore and Flame continued the fight, but she was killed after falling down the rocky slope. Theodore reluctantly yelled retreat and the army ran back to the forest.

The Rise of a Tyranny

With Warlord going on a journey in search of reinforcements from his past lands, he met Renaissance Man who told him of an empty territory they could claim. After his return they moved to this land, settling on the power plant and other structures in the area. This led to the creation of Lignite Colony.

After hearing the news of their failure at Meadow, Warlord was furious. He demoted Gust from Second in Command and placed Theodore instead. Not long after the creation of the Colony, mysterious attacks began happening across many colonies. Some Lignite cats were injured by strangers before fleeing, with Warlord suspecting Garnet and other Builder cats were behind this.

Lignite organized a meeting with other colonies with the interest of learning more about them; they excluded Meadow and Builder from the invites. A few colonies arrived, suspicious about Lignite from the start and wondering about their intentions. It was clear Lignite Colony wasn't pacific, and had potential expansion plans.

Rising Tensions

Warlord began preparing his cats for war, carrying training exercises across the Colony and near the borders of their neighbors. This prompted worries amongst the other colonies, as well as within Lignite.

One day Warlord was eating his prey when he found poisonous berries inside, someone had attempted to kill him. Not long afterwards, Executioner defected to Ivy Colony while her group was building a base; she warned them of Lignite's invasion plans. With internal resistance becoming too loud to ignore, Warlord started a purge. He removed Theodore from his position, placing Renaissance Man as the new Second in Command; he also swapped other cats and imprisoned Executioner's sister, Obsidian.

Warlord and Foxglove met, making an alliance where the Flytrap cats would aid Lignite.

Outbreak of the War

After hearing the information from Executioner, Ivy decided to attack the base near their border; Lignite cats had

been preparing there to launch their attack. Caught by surprise, the army was driven back and defeated. Sapphire was killed.

With the attack, Lignite sent their plan in motion and invaded the other neighboring colonies. An army led by Theodore marched towards Flower Colony, where they trapped their leader and forced them to surrender. Flower Colony was occupied by Lignite, with them making a base on their camp and forcing their cats to provide them with resources for the war.

Another army led by Frigid and Renaissance Man headed towards Builder Colony, where they fought the patrols at the Builder Outpost and managed to drive them back. The colony had been preparing for war and they had placed traps across their territory, hindering Lignite's advance.

Warlord personally led an attack on Meadow Colony together with Gwendolyn, seeking to avenge her sister. He killed Snowdrop before they broke into Meadow's camp and the battle started. Gust killed Dandelion while she tried to protect her son. Some Meadow cats fled and others tried to fight back, triggering a landslide that hurt cats from both sides. With the camp buried, Lignite settled nearby while Meadow fled to another group of caves. Gwendolyn's army took Chicklet as prisoner when she was found among the landslide debris.

Lignite's advances did not go unnoticed, Warlord again found poisoned prey. Tensions also began to rise between his command and one of his generals, Theodore, over the promotion of other high ranks. Flytrap felt Lignite had failed their promise after they returned from a visit to the occupied Flower Colony. Theodore and Foxglove met, seeking to work together against Warlord.

Counterattacks and Further Advances

Lignite began a second round of attacks, managing to break Ivy's defenses and taking over a portion of their land.

Meadow sent a mission to rescue Chicklet, attacking Lignite's Meadow base and killing general Gwendolyn; however, they lost one of their cats, Squirrel, in the battle. They managed to rescue the young molly, with Gwendolyn's son Bluet defecting and joining Meadow after having befriended Chicklet.

Builder Colony also attempted to strike back, with Garnet and Timber leading a counterattack against the base Lignite had built near their Village. Giraffe found out about their plans and warned his comrades, who set up an ambush for Builder. When Garnet's forces arrived, they were surrounded and attacked. This forced her to surrender. Builder Colony was defeated and occupied, like they had done to Flower Colony, turning them into another source of resources for the war effort. Giraffe was killed by Renaissance Man when he tried to kill the Builder leader Sun.

Internal Struggles

Tensions between Warlord and Theodore continued to rise; Mud, an informant of Warlord in Theodore's army, warned the Supreme Leader of a potential rebellion. Flytrap cats mysteriously began retreating from their positions across Lignite.

Something was up, Warlord declared an emergency meeting at the power plant and summoned his guard, as well as Renaissance Man and the brothers Gust and Percy. Unknown to them, Diplomat was spying on the meeting. Warlord took everyone to the top of one of the smokestacks; here he gave his actual plans, ordering his guard to kill the rest. Before they could react, Renaissance Man rushed and threw Warlord off the stack and into his death. Stupefied,

most of the cats present sided with him, except for Gust who fled.

RM became the new Supreme Leader of the Colony; seeking support from more moderate cats, he offered to end the war. With these unexpected changes, Flytrap and Theodore were forced to start their rebellion before time. Theodore and Foxglove declared war on Lignite Colony and ordered a march towards the power plant in order to get rid of the new leadership. With Warlord dead, Mud chose to side with Theodore.

With reports of the insurrection, Renaissance Man freed Obsidian and called the various generals to aid or to remain in their bases. Gust offered to join Theodore, but he was not interested and killed him instead. The rebels arrived at the power station, where they confronted RM and the new Lignite leaders. Lasagna killed Obsidian, with Executioner avenging her sister and killing him later. Diona sided with RM and confronted Theodore, killing him. With the death of their head, the rebelling cats and Flytrap soon retreated.

The End of the War and Deciduous Colony

With Warlord and Theodore dead; Renaissance Man, Diplomat, and the rest of the cats debated about Lignite's future. They retreated from all occupied territories, ending the war. Unable to decide a middle ground, the new high ranks decided to split the Colony. Renaissance Man remained as Lignite's moderate leader while Diplomat, Percy, and Frigid led and created Deciduous Colony taking a pacifist stance.

Renaissance Man named Diona and Ember as the second in commands, having proven their loyalty and worth during Theodore's rebellion.

Mud and the traitors created Mud's Group, supported by Flytrap Colony and seeking to one day reestablish their alliance and old regime.

Volcano Cats

Between those who died and those that left, Lignite lost 60% of their colonists; they struggled to keep their territory under control. With Flytrap still standing, they allied with Deciduous after Foxglove's cats kidnapped Alder and Phantom. The new allies discussed the possible outbreak of a new conflict.

[\[AC update starts here\]](#)

Executioner and Babee got into a fight along the border, with each side claiming that the other was sending spies.

Renaissance Man and some high ranks discussed the possibility of carrying out a large-scale attack against Flytrap to free the prisoners and being a quick end to this new conflict. However, despite a multitude of colonies declaring war on Flytrap, there was no consensus to carry out any major action against them and therefore Lignite called off its idea. The colony was too weak after the previous war to carry out any attack on its own.

Mud's Group swore loyalty to Flytrap, which did not come to the surprise of Lignite. Mud had been dependent on Foxglove to prop up her little guerrilla rebel group. Lignite also needed support, which they found in the form of the Volcano Group. This was a group of cats who lived on the dormant volcano north of Lignite. They ended up joining Lignite, with Cinder and Andesite becoming Generals in the colony.

The Volcano cats taught the colony about the Northern Sentinel volcano, and the legends of it being long asleep

but dangerous if awoken. In a brief incident, Ferret took Matchstick from Builder Colony away. Renaissance Man apologized for the incident, with Ferret admitting she had done it because she wanted to add him to her collection of "cool stuff."

Old Enemies, New Conflicts

It did not take long before Flytrap and Mud continued causing trouble around the colonies. One day they ambushed Lignite in a large attack led by both Foxglove and Mud. The lack of experience of the Volcano cats, and the weakened state of the colony meant that Lignite was defeated and RM was injured.

Lignite shared the news with its ally Deciduous, which voted in favor of declaring war on Flytrap. However, this was on the condition of them assuming only a defensive role according to their principles.

Mud and Fang II attacked Renaissance Man while he was in the outsider's region with the wanderers Captain, Rain, and Cloud. A coyote attacked them and Fang II threw Captain as a distraction before fleeing with Mud, RM saves Captain and the group.

Ambushes would not stop, as soon afterwards Leo was ambushed too and killed by Flytrap. RM found him and brought him back to the colony for burial; soon afterwards, he and his generals began considering again the plans for a major attack in retaliation. He met with Diplomat to discuss the plans; but Diplomat warned that Lignite was not yet in the condition to carry out a major offensive against Flytrap. Despite some uncoordinated attacks, none of the other colonies had made any serious effort against Flytrap. RM had long been frustrated by this, Flytrap ambushed and killed cats from other colonies with impunity as no one stood against them. He wished to break this inaction period, but Diplomat was too conservative in his estimates to agree that there was a sufficient chance of success just by themselves.

Eventually RM opted to issue a strong warning against any other attack on Lignite, next time they would react.

Tourmaline went missing soon afterwards, leaving the region altogether.

Turning the Tide

It did not take long before Flytrap carried out a new round of raids across the region, again targeting Lignite. However, this time the colony would defeat them. A patrol lead by Executioner and Diona, together with Gecko, Oof Man, Goldenrod, and Badger manage to avenge their previous defeat and beat Flytrap's attackers. This boosted the colony's morale.

Lignite soon began to set in motion its plans to counterattack, going to the weakest link of the chain: Mud's Group. Lignite cats had been searching across the outsiders area for their nomadic camp. Once it was found the colony began preparing for a major attack, creating the new rank of Commander to help lead the effort. A Lignite army, led by Renaissance Man, Ember, Diona, Cinder and Andesite, raided their camp. Their forces were composed of Lovebug, Alder, Pickle, Heart, Gecko, Goldenrod, Tuff, Slate, Boulder, Oof Man, Magnetite, Magma, Lahar, Rocky, Heart, and Basalt. Mud and her supporters briefly tried to stop them, but quickly realized they were outnumbered and fled the area, retreating southwards. Mud's Group had been swiftly defeated, outnumbered and overrun by the army.

This would mark the end of the hostilities as Mud and her insurgents fled south to the former Colibri territory; here they kicked out the inhabitants and created their own dystopian colony, Cliffside. One of the former Lignite

prisoners, Phantom, was freed only to join Mud.

Crimson was soon expecting kits, a moment the colony looked forward to. It would be their first litter. She gave birth to 5 kits, but Carnation passed away soon afterwards. Another kit, Justice, was taken away by humans. The losses brought sadness to the colonists, losing 2 kits in such a brief time.

A surprise came to the colony as a small tremor struck, but it did not cause damage.

Eventually, Flytrap Colony met its end. Not by Lignite, but by their own prisoners and Canyon Colony; they worked together to bring down Foxglove. She fled after many of her best soldiers were killed. Swift Colony took its place, named after the former Garden Colony lead who was killed. In Lignite the news was met with celebration and relief; while Lignite only participated indirectly by drawing Mud's Group away, they were happy that Foxglove was gone alongside her evil colony. Lignite was cautious about Swift, but had hopes of things getting better.

Lignite's Perceptions

Scale:

Close Allies, Allies, Extremely Positive, Very Positive, Positive, Slightly Positive, Neutral, Slightly Negative, Negative, Very Negative, Extremely Negative, Hostile, At War

Swift Colony	Flower Colony	Deciduous Colony	Outsiders
-Neighbor	-Neighbor	-Neighbor	-Neighbor
-Slightly Positive	-Neutral	-Allies	-Slightly Positive
-“We’ve had a long and complex past”	-“Formerly occupied territory.”	-“We hope we can reunify one day”	-“With Mud gone, we are much more comfortable with them”
-Lignite is glad Flytrap is gone.	-No particular rules applying to them currently.	-Allies, they can enter Lignite territory.	-No particular rules applying to them currently. Aside from all visitors being questioned by patrols.

Builder Colony	Ivy Colony	Meadow Colony	Moor Colony
----------------	------------	---------------	-------------

-Neighbor	-Neighbor	-Neutral	-Slightly Positive
-Slightly Positive	-Neutral, fighting the same enemy	-“We hope war will not happen again.”	-“We were able to meet them previously, we are glad to have started relations.”
-“Hoping to create ties”	-“They fought well.”	-No particular rules applying to them currently.	-No particular rules applying to them currently.
-No particular rules applying to them currently.	-No particular rules applying to them currently.		

Moss Colony	Berry Colony	A Colony	Others
-Neutral	Neutral	-Slightly Positive	-Neutral(Base stat for Lignite Colony)
-“We treat them politely, and they do so too.”	-“We treat them politely, and they do so too.”	-a	-“We hope to fix the bonds that Warlord broke”
-No particular rules applying to them currently.	-No particular rules applying to them currently.		-No particular rules applying to them.

Ranks

- Supreme Leader**
The leader of the Colony. They are in charge of management, diplomacy, and taking major decisions for the Colony. Traditionally associated with unquestionable power during Warlord’s regime.
- Second in Commands**
One or more cats that serve as the Supreme Leader’s most trusted assistants, cats that have shown loyalty to their colony and military skill can get this role. They help the Supreme Leader with their tasks, and act as the decision-makers when the Supreme Leader is not available.
- Mapmaker**
The mapmaker is a hardworking and observant cat dedicated to expanding and maintaining the Great Mural, a huge map they painted on one of the walls of the power station. They will always accompany the other cats when

they go to other territories or colonies and then add their observations to the Mural. They are also in charge of keeping Colony history and its representation.

Generals

The tacticians and military planners of the Colony; Generals are experienced warriors who specialize in coordinating large-scale actions such as colony defense plans and attacks. They are in charge of a handful of Commanders and in turn the Soldiers below, usually in total around a dozen cats per General. They organize training exercises, hunting parties, and lead outposts during peacetime.

Commanders

Rank below General but above Soldier/Guard; Commanders are in charge of organizing smaller patrols and assisting the Generals during large operations. They usually lead 3-5 cats, with them serving under the command of a General. Commanders help train new members and serve as the Colony's middle management, such as in making sure there are enough supplies and informing Generals of changing conditions that could affect their plans.

Guards

Role used for Lignite's best fighters and most loyal members; usually for skilled warriors not interested in leadership roles such as Commander or General. The Guards act independently from any middle leadership and are directly under the Supreme Leader's and Second in Commands' orders. Mainly in charge of protecting high ranks and the power plant.

Soldiers

Commoner role. They are in charge of hunting, defending the territory, and in overall maintaining the Colony. Soldiers are assigned to a Commander who leads a handful of them, which in turn is led by a General. Soldiers can keep their role over time, or can accept promotions to the ranks above after extensive combat experience.

Noncombatants

Commoners who are raising kits, young cats, and others not working as soldiers; these cats often live in the relatively peaceful and fertile eastern side of the Colony, usually in the abandoned houses that provide them shelter for raising kittens. Once a cat reaches 12 months, they can choose to become a soldier or another rank. Adult noncombatants usually work in maintaining the Barracks and the Power Station.

Inhabitants

Shows current and past members, dead cats are marked with ~~striethrough~~. Dead cats are shown in their last rank if they died as members of the Colony.

Supreme Leader



Renaissance Man (MT26)



~~Warlord (MT26)~~

Second in Commands



Ember (River)



Diona (Crows)

Generals

[Cinder](#) (Nova)

[Andesite](#) (Olivcat)



~~Gwendolyn (Sky)~~



~~Theodore (MT26)~~

Commanders



[Lovebug](#) (Minty)

[Rocky](#) (Sky)

[Lohar](#) (Lucense)

[Altair](#) (MT26)

Mapmaker

[Tephro](#) (Minty)

Guards



Executioner (MT26)



~~Obsidian (MT26)~~

Soldiers



Terracotta (Sky)



Badger (Sky)



Ferret (Sky)



Pickle (Sky)



Sawdust (Snow)



Bison (Snow)



Hawkeye (Snow)



Gecko (Pumpkin)



Goldenrod (Minty)



Skate (Lynx)



Alder (Lucense)



Sing (Setton)



Gust (Sky)



Sapphire (MT26)



Giraffe (MT26)

-Lasagna (Myan)

Noncombatants



Crimson (Kait)



Pillbug (MT26)

Lignite cats who went missing

-Tourmaline

Cats who left the Colony

-Percy (Sky)

-Frigid (Minty)

-Hunter (Jayko)

- Mud (MT26)
- Max (MT26)
- Brick (Myan)
- Sahara (Pumpkin)
- Spot (Pumpkin)
- Diamond (Hawk)
- Amaranth (Scooter)
- Trip (Scooter)
- ~~Valley~~ (Jayko)
- Twisted (Ruby)
- Tumble (Ruby)
- Everett (Nova)
- Chester (River)
- Chase (Doodle)
- Diplomat (MT26)
- Jay (Myan)

Trivia

- Playlist:

- Let it Happen. Tame Impala
- Enemy. Imagine Dragons

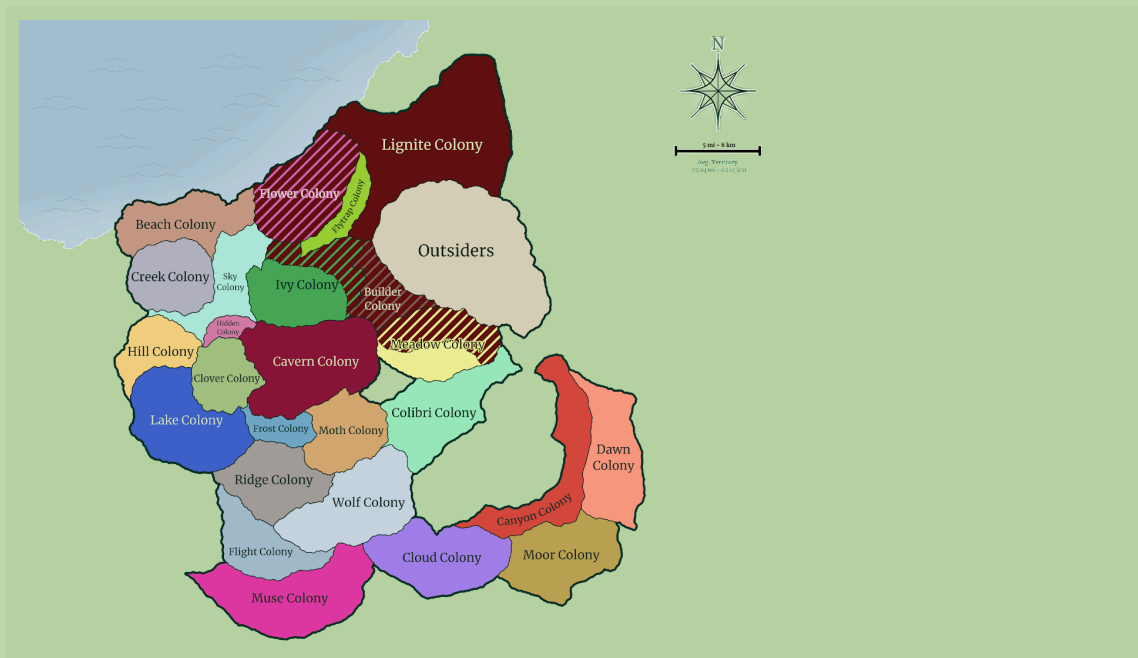
- When the power station and the mine was built, a dam was made to divert the river, creating the current river. A dry riverbed snakes around the east of the colony, marking the

old path the river used to cross.

- The coal plant used to supply power to the human settlements in the Outsiders region and other areas by burning brown coal, also known as lignite.



- Flame would have been the first Second in Command of the Lignite colony if she had survived the Meadow attack.
- Some of the northern expansion territory used to belong to the former Coastal Colony, until it was disbanded after a tsunami.
- Warlord planned to use the caves in the Eroded Mountains as a last resort hideout if he lost the war, but he was killed before he could.
- Warlord's goal was to take over the map and to build a huge empire; he was sick and dying so his sister Flame would have been the next ruler, but she was killed early on in the war. He desperately searched for another worthy successor during the war, considering Renaissance Man, Theodore, and Gwendolyn as possible candidates.
- If Warlord's emergency meeting (and therefore his death) had not happened, the finale would have been Warlord and Mud as the second in command against Theodore and Foxglove. If Warlord had won, Lignite would have invaded Flytrap. If Theodore had won, he would have made a new regime sympathetic with Flytrap Colony. Since Warlord died, Mud switched sides and joined Theodore in the rebellion.
- Lignite was the largest colony in RoL history, taking almost a quarter of the map, during its maximum extension in the Lignite War. If Warlord had remained in power, he would have eventually attempted invading Beach and Sky Colonies.



Knight Terms

Terms mainly used during Warlord's time, not really in use anymore. They were meant to refer to Fang's group.

- **Knight:** Regular member of their group. Usually employed to refer to members of the colony that used to be Knights of the Forest.
- **Head Knight:** High ranking Knight. Usually employed to refer to high ranks of the colony that used to be important Knights of the Forest.
- **The Queen:** Term to refer to Fang, the original leader and deity of the Knights of the Forest who was killed.

*Application base created by @peeperonipip
Written by @MT26
Lignite map by @MT26
Former Coastal Colony and its landmarks made by @Furbert
RoL map by @Staff*