



# ROOTS-OF-LIFE

## Ridge Colony

"We ventured for a long time, and now, we finally found our home, and a new life"  
@theracingeevee

## About

### Name

Ridge Colony

### Name meaning

"To scale the highest peaks and brave the toughest cliffs to find a better future"

### Description

*Ridge Colony territory is Temperate and Mountainous. Being part of a massive mountain range filled with Towering mountains, narrow lush valleys, thin sparse forests, sheer cliffs and rocky Highlands. Ridge colony cats are usually adept at Climbing and Navigation, allowing them to traverse the land with ease and helps at protecting them from potential threats. Most of the Ridge colony cats are fairly large, bulky cats, typically with longer fur, but are not limited to them.*

*The colony is very accepting to all walks of life and are very welcoming to newcomers. regarding good relationships, safety and respect to be some of the most important aspects of life alongside strength, wisdom, and creativity. The colony values highly the idea of second chances and new beginnings.*

*Ridge Colony has a special ceremony that derives from old traditions they used to have before settling here, and it happens when young apprentices come of age. Once an apprentice finishes training, they complete three trials to prove themselves, this is called "the journey" to honor their nomadic background. It comprises a test of strength skill (friendly Duel), Test of Navigation skill (Finding a certain item in the Highlands) and a test of Climbing Skill( A trek up the StoneClaw Mountain). All who pass and reach the peak of StoneClaw Mountain are given their approval by the marshall (Leader), who awaits at the top. The same applies for outsiders who wish to join the colony, although it only requires a duel. These rites are sacred and are not to be joked about as it holds great significance to every cat in the ridge colony.*

*If a cat so chooses, they may dedicate themselves to guard the southern climb, the only real safe passageway down the rocky face next to a short waterfall that leads in and out of the territory to the south, these cats are few in numbers and are the first ones to help willing outsiders traverse the rocky terrain.  
(if one chooses to do this, they may choose to relinquish their guard and go back to normal duties at any time).*

*Rank List:*

**Marshall:** *The leader; The one in charge of the colony and all of its developments.*

**Deputy:** *The Chosen Successor to the Marshall. (Can be chosen as deputy usually around 20+ months and only after taking a random special trial requested by the marshall after being picked, and can become marshall upon the previous marshall's demise, retirement, or exile)*

**Grand Elder:** *usually the oldest of the colony, they provide guidance to the younger generation, they are highly respected for their wisdom.*

**Commoner:** *(Can choose)*

**-Hunter:** *The ones in charge of watching and catching prey, a commoner usually with a skill in hunting and tracking over fighting. Cats can become a hunter only after taking the Journey trial at 12-13 months.*

**-Warden:** *The Colony Guard, a commoner usually with adept fighting skill over hunting. Cats can become Wardens only after taking the Journey Trial at 12-13 months*

**Scouts:** *The apprentice learners of the Colony. Cats usually become Scouts at 6-7 months of age, And Are trained by hunters or wardens.*

**Kittens:** *any cat under 6 months.*

*The colony usually follows basic laws but two stand above the rest.*  
*-Intentional destruction of Colony land for malicious purposes is not permitted, it is to be respected. (does not apply to small things like breaking sticks or pulling plants, ect.)*  
*-The StoneClaw's peak shall not be traversed unless by word of trial or under direct permission from the leader.*

*A multitude of prey roam these lands... Chipmunks, Gray Squirrels, Small Hares, Field Mice of many sorts, Swallows, Cardinals, Finches, Robins, Toads/Frogs, Groundhogs and in the rivers, Sunfish, Rainbow/Golden Trout and Smallmouth Bass*

*A multitude of predators and dangerous animals also take advantage of this environment. Coyotes, Hawks, Eagles, Red Foxes, Snakes, Mountain Goat and Elk all roam the mountainsides but on rare occasions you can run into Brown Bear or Mountain lion/Lynx drawn in by the deer or fish if you are so unlucky.*

## Landmarks

### Travelers Rest

Travelers Rest is the name for the Ridge Colony camp, a deep Hollow nestled in the Rocky, Cloudjump Highlands below the mighty shadow of StoneClaw Mountain, it has a massive rock overhang which covers half of the camp, giving ample protection from rain and snow and a good place for everyone to sleep undisturbed. There is a giant pine tree at the center, massive scratches and marks adorn its bark by the ones who made the journey and is surrounded and decorated with loose deer antlers, Flowers and Ferns and Pretty rocks and crystals found by the members during their travels.

### The Drift

Connecting StoneClaw Mountain to the west and south is the Drift , a massive mountain range on the eastern borders, containing more sparse forests, tall peaks and narrow passageways, by far the most daunting area of the territory, but it creates a semi-safe leeway barrier for the colony. It is the area of the

territory least traveled by hunters as hunting there runs the risk of getting them lost in the treacherous, cavernous valleys of the drift.

### Twisted Tower

The remnants of an old fire lookout tower that once sat upon the highest point of skybound cliffs, But over time it decayed with less and less use, and finally gave way when an earthquake struck the valley. Now it lies at the base of the cliffs, a mess of twisted steel and splintered wood, serving as a home for a multitude of prey animals.

### Windbreaker Valley/Foxtail River

At the base of the highlands is a valley with narrow flats, rolling hills and scattered rocks that lead to the rising cliffs on the west side. Its sparse forests and open grassy and hill-covered flats are called the Windbreaker valley, and are home to a vast variety of prey.

The river that runs through the territory and the windbreaker valley from north to south is the foxtail river, home to many types of small fish. It is fairly shallow and easy to cross, but very cold a good portion of the year. At the north end there are rapids and a sheer rock face, leading down out of the territory to the north, and a massive waterfall leading up out of the territory to the south

### Scorched Marshes

The The farthest point on the Eastern side of the territory, boasting a ring of tall mountains surrounding a small basin filled with Hot springs, It has become a very popular place to go during colder times and is full of different types of prey.

### Stoneclaw Mountain/Travelers Reach/Frost Shear

The StoneClaw Mountain is a tall mountain that is part of a massive mountain range that extends to the

eastern borders, its peak is always capped with thick snow and is the tallest of all the surrounding mountains. It is considered special to the Colony, housing their camp at the base and holding a great significance in their new traditions. The vast mountain range it's part of is called "The Drift". It stands nearly at the center of the territory, with the highlands, open valley and towering cliff sides to the west, and the vast range of mountains to the east.

Travelers Reach is the most sacred part of ridge colony territory, sitting at the very peak of the massive stoneclaw mountain. It serves as the place for ceremonies of major importance such as the end of the "journey trials" and Memorial ceremonies. Just underneath the peak is a small cave where the ones who passed are laid to rest, it is just above the frost shear, the snowy ridge leading all the way up to the top of the mountain. The only way up.

A massive arching mountain ridge leading up to the top of the stone claw, it's dangerous beyond belief, and rewards it's successful climbers with one of the best views in all the mountain colonies. Able to see all the way into the ring colonies from the peak...if you manage to make it.

### Cloudjump Highlands/Skybound Cliffs

The CloudJump Highlands are situated at the base of the eastern mountains, comprising of short but sheer rock faces, steep foothills and sparse pine forests, directly facing the Lush narrow valley below, these areas are used mostly as defense for the Colony camp which is located deep within the highlands at the base of StoneClaw Mountain.

Lining the western borders of the territory is a large, set of sheer cliffs towing hundreds and hundreds of feet into the air, its how it received the name Skybound Cliffs. Creating a nearly impervious wall, keeping wind from the west away. It towers over the west side of the Windbreaker valley and is the sole reason the valley is called that name.

### Leaders

## Current Leader

Boulder • Owned by @theracingeevee

a Large, Long haired gray classic tabby tom, with light yellow eyes

## Previous Leaders

N/A •

N/A

N/A •

N/A

## History

### History-

(Updated 1-1-24)

**Before the colony:** Once a large group of cats living amongst a snowy mountain in a far off land, they prospered for many years, living off the land they graciously cared for. But one day, both power struggles, sickness, and a massive snowstorm, threatened to tear all of them apart and thus it did. Whoever wasn't taken by the bitter cold, fought each other for power, and thus was caught off guard, and the snow came barreling down.

**Foundations:** Forced from their home after what was left of the old mountains became unlivable, what was left alive of the wandering group trekked for what seemed like months and finally settled down beneath the shadow of a mighty mountain, electing their first ever leader, Boulder, after finally finding their new home.

After a while of settling down amongst the mountains, life for the colony has turned for the better, new traditions, newcomers and old friends surfaced, bringing a new and lasting sense of life into the colony.

### **Shaking Earth:**

After settling in, getting used to their new home, an earthquake rocked the colonies to their core, and Ridge colony cats were forced to take shelter amongst the ledge in travelers rest, waiting as the shaking came to a close, collapsing some of the larger

cliff sides into the valley, bringing a human structure with it, aptly named the twisted tower, all cats survived and immediately afterwards went to fix their home and recover.

The experience left a lasting impression on the territory, making some cliffs unclimbable and opened new caves around the territory, much to the benefit of ridge, who used these caves as small outposts to house patrols and hunting parties who are too tired to make the journey back to travelers rest that day.

#### **The Exploration:**

A few months afterwards, exploration teams had discovered a basin of hot springs just outside the starry pass, the acquisition of this territory had its benefits, it was named the Scorched marshes, becoming a hotspot of activity in the following months. Attracting more than enough of the colonies fair share of prey and visitors.

New visitors began to turn up left and right, from unknown origins, joining the colony as their group grew and grew, second chances being offered for those found out about the harsh mountain wilderness.

In addition to new visitors, during this time, migrations of new and old prey gave the colony one of their best seasons of hunting, and it was for certain the colony was fully fed for a long time, the Hunters during this season, were extra busy, more hunting parties and better and better catches made it all look easy.

#### **Pyre Colony:**

After the arrival of the pyre colony, things have been up and down, for months the visitors to the pyre colony from all over, even from ridge colony, had not returned, and the colony began to feel the negative effects.

Once panic set in once the visitors had not returned after what felt like an indescribable amount of time, and thus some colonies were forced to take action, and the once solitary colony, against all odds, allied with the Moth and Wolf colonies. To return everyone home, the team that volunteered joined the fight. They were successful and the pyre colony fell, returning home long lost friends and family.

The next few months passed on in peace, trade with moth colony and their own hunting parties were decently successful, life was easy, and everyone enjoyed the fruits of their labor, and they watched the stars as days flew by, peaceful days following, and for the next few months it seems it would continue.

#### **Tense Times, New Friends:**

But one day, wardens found a ridge colony cat attacked and drowned outside the cliffs, and alarm rose, ridge, for the first time in their history, closed their borders to everyone outside its ring colonies. (Wolf, Flight, Moth, Frost, Lake). But have slowly been opening them back up, as a friendship with flight is on the horizon. And as more and more colonies take notice of a looming danger, they hope it doesn't find any way to them. Boulder doing his best, keeping his colony in good spirits as best he can.



**The Pressuring Flytrap**

The war with the flytrap colony felt more like a fleeting word to the wayward colony, with only word of mouth to refer to, boulder stood by in support of his neighbor colonies, but the need for their support never came as the war came to an end. With the end to the aggression, Boulder reopened ridge borders again, just in time for a very important celebration.

**Fallen Friendships:**

They didn't find out about their wayward neighbors the frost colony, falling, until reports from warden groups began flowing in that the border markings set up by ridge with frost had been scratched away...leaving the ridge colony confused and saddened.

**A New Era:**

Finally, some rest, for the first generation of ridge colony cats, an accomplishment of a lifetime, as Boulder retires from leadership, hanging up his hat as a fulfilled and happy cat, Shard being trained to take his place, for shade, retirement sits on his list as well shortly in the future, they both feel the colony could not be left in more capable paws, A celebration was held, where the ceremony of the first grand elder commenced, a new succession to be chosen by shard soon after.

**Relations**

-Moth Colony	-Frost Colony(Fallen)	-Wolf Colony	-Flight Colony
They have traded interactions with this colony a few times over the past few months, and seem to have a pretty solid relationship between the two,.	-The colony is both deeply confused and saddened by the loss of the frost colony.	Sharing a mountain range with wolf meant multiple interactions between the two. Ridge helped wolf during the pyre colony situation and many times afterwards, so Ridge feels they are on good terms.	Talks are underway as ridge wants to make good relations with flight, although the colony is new, ridge still shares the mountains with their flight colony neighbors, and wants them to feel at home too.

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## Trivia

- -Quail is a popular food in the ridge colony, mixing it with wild pepper, also known as fire berries, gives it that old ridge spicy kick that they used to have back at their old home.
- - Sometimes hunters or wardens will be trained in a basic type of "first aid" just in case anyone got injured out on patrol or at camp.
- -Finding a loose deer antler or pretty stone is said to bring good luck,
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