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Warrior cats firestar map

This is a 1.13.2 map of forest lands from the book series Warrior Cats by Erin Hunter.It featuring almost all the key locations from the series, such as clan camps, Barley Farm, training grounds, the Highrocks and more. It is ideal for roleplaying servers and is based on a superflat map, so it can be modified and extended as needed. While this is a final map, it will expand when 1.14 is released to add even more details, so be sure to check back! **DISCLAIMER:** Some creative freedoms have been taken with the map and may not be 100% accurate on how you can imagine it in books! The sites are designed based on both canon visualizations and my personal interpretations. Some features, such as special foliage, ponds, small streams, etc. Home to the old tribes and later WarriorClan The Path of the Sun, Thunder Rising, The First Battle, the Blazing Star, a Forest Divided, Path of Stars, Vision of Moth Flight, Thunderstar Echo, In the Wild, Fire and Ice, Forest of Secrets, Rising Storm, A Dangerous Path, The Darkest Hour, Midnight, Moonrise, Dawn, Revenge Tallstar, Yellowfang's Secret, Bluestar Prophecy, Crookedstar Promise , Firestar Search, Secrets of Clans, Code of Tribes, Battles of the Tribes, Revenge Mapleshade, Curse Goosefeather, Pinestar Selection, Tigerclaw Mania, Graystripe Oath The Lands of the Forest[1] (also referred to as The Old Lands) is the area that provides the setting for all six books of the arc The Prophecies Begin Arc, the first three books of the New Prophecy arc, and all books whose action takes place in parallel or before them. It consists of a vast and varied landscape, and gives home to the five (later four) Clans featured in the Warriors series. Geography Despite its name, only a small part of the area is covered by real forest, mainly the eastern part claimed by thunderClan as their hunting grounds. [2] The rest are hills, meadows and marshes. A river, called the Chell River, cuts through the area, which forms the border between RiverClan and their two neighbors, ThunderClan and WindClan. A Thunderpath, called Windover Road by Twoles, forms the border between ShadowClan and ThunderClan. A smaller Thunderpath, called North Allerton Road, comes from the north. [2] Location According to an Erin hunter conversation, the ground was originally based on the New Forest, a forest in County Hampshire in southern England, but as ideas developed, it became more of a fantasy place rather than the depiction of a real world place. [3] For example, the New Forest has no quarry nearby. History At the beginning, the area a wilderness, without predators or people living nearby. After a while, the cats arrived in small groups and began to settle. However, they did not see their borders and territories resulting in several bloody battles and many deaths. After a particularly fierce battle, the survivors were confronted with the spirits of their fallen comrades, urging them to unite and live in peace. However, the Cats could not agree who would lead them, so five cats, Thunder, Tall Shadow, River Ripple, Wind Runner, and Clear Sky, each asked to be the leaders. In the end, they decided to split into five teams, led by Thunder, Tall Shadow, River Ripple, Wind Runner, and Clear Sky. The other cats chose to follow the leader who was going to an area that best suited themselves. They developed the warrior code, and founded the five Tribes - ThunderClan, ShadowClan, SkyClan, RiverClan, and WindClan - dividing hunting grounds between them, adapting to the conditions that reigned in their lands. The spirits of the fallen cats formed StarClan, ancestors who guided the living with advice. [4] Twolegs arrived soon, and constructed the Thunderpath which later made up the border between ThunderClan and ShadowClan,[5] then built the Twolegplace, forcing SkyClan to leave their territory. [6] Soon, the remaining four tribes had to leave as well, since Twolegs destroyed the area to construct a new Thunderpath, and later settled by a lake.[7] the area referred to as pool lands. Map The map above, while normalized and used in each warrior book, is not entirely consistent with the areas presented in the books. One notable difference is that Camp RiverClan is described to be on a small island,[source?] while there is no such thing on the map. Clan lands ThunderClan ThunderClan claims the southeastern part of the region, their territory consisting of deciduous forests, called White Hart Woods by Twolegs. Their camp is in a sandy ravine that was once a riverbed for a long time, surrounded by flippers. Landmarks in the ThunderClan area: A small stream runs through the ground, near the camp Near the camp is the sandy hollow, an area where apprentices do their battle training. West of the camp is the Owl Tree, a tree that has always been home to owls. East of the camp are Snakerocks, a clearing where prey and plants are abundant, but adders represent a danger. Next to the clearing is The Great Sycamore, a tall tree where apprentices learn to climb. ShadowClan ShadowClan claims the northeastern part of the area, their territory consisting of marshy and moist soil with few trees. It borders on a Thunderpath to the south that has a tunnel under which it allows passage ThunderClan reasons. Their camp is in a hollow with muddy ground, surrounded by flippers. Landmarks in shadowclan territory: South of the camp is the Burnt Sycamore, an ancient tree that was burned by lightning a long time ago. ShadowClan apprentices learn their night hunting and quiet pursuit in this tree. West of is Carrionplace, a Twoleg dump called Northern Allerton Amenity Tip, home to disease and rats. Provides ShadowClan with food during leaf-naked. Southwest of the camp there are two Twoleg tunnels that cross under the Thunderpath. One leads to Fourtrees; farther west, the second leads to the WindClan ground. RiverClan RiverClan claims the southwest part of the area, on the right bank of the Chell River. Their territory consists of open plains, and their camp is located on a large, well-drained island, surrounded by reeds, that can only be reached by swimming (although such an island does not appear on the map). Landmarks in riverclan territory: The river itself, a source of prey for cats. It follows a canyon that comes to a waterfall (Druid's Jump), then continues through the plains. RiverClan cats can swim through it, but there is also a Twoleg bridge that makes the crossing safe when the water is high. South of the camp is Morgan's Farm, a Twolegplace with a campsite next to it. Southwest of the camp are Sunningrocks, a large, smooth stone formation from the river where cats love in the sun themselves. RiverClan and ThunderClan often struggle on the wonderful strip of ground. Near RiverClan is a giant canyon, known for its raging currents that can take the life of a cat, as with Whiteclaw and Bluestar. This canyon was also a place where some apprentices/warriors decided to go after one of them had been in a bad accident near a tree. WindClan WindClan claims the western part of the territory, wedged between the Thunderpath and the river, consists of a rolling swamp called Windover Moor from the Twolegs. Their camp is in a sandy hollow, surrounded by gorse. Landmarks in the WindClan area: East of the camp is Outlook Rock, a large rock from which the swamp can be overseed. South of the camp is an abandoned set of badgers, a source of prey. The swamps are almost hollow with tunnels, some of them animals, others from underground streams. WindClan cats use them to move through their territory without seeing: those who were specialized in this way were trained as tunnels. [8] SkyClan SkyClan lived in a wooded area in the far southeast of the region. Their area was destroyed a long time ago, and little is known about it. Their camp was in a hollow, and a Twoleg Nest was built on it, where now the Kittpet Smudge lives. WarriorClan WarriorClan currently resides on the ground that was his former RiverClan. Soon Other Lands Fourtrees Fourtrees (known by the Twolegs as Hollow Druid is a clearing with four tall oaks in the middle, used by Clans for concentrations. It is a neutral ground, unclaimed by any Tribe. All tribes have direct access to it; you don't have to travel through the grounds of other Tribes to achieve it. Highstones Highstones is an abandoned quarry in the northwest part of the territory, called Devil's Fingers from the It's an easily visible landmark. A cave called Mothermouth on the ground contains the Moonstone, where leaders and medicine cats go to share languages with StarClan. It is a neutral ground, unclaimed by any Tribe. WindClan is closer to the Highstones and other cats have to go through windclan territory to get there. Twolegplace In the southeast, there is a settlement called Chelford, known as The Twolegplace in Cats. It was built on the former sites of SkyClan. It was the home of BloodClan, a fierce group of rogues, led by a cat called The Plague. Talpines east of Twolegplace are Tallpines, a controlled pine forest, grown for the purpose of wood on Twolegs, called Chelford Forest by them. In the middle of it, there is Treecut Place (Chelford Mill), a logging camp. A tree-eating monster lives here. Barley's farm west of the camp is Barley's farm, known in Twolegs as Windover Farm, where cows, sheep, and dogs live. Two loners named Barley and Ravenpaw also reside on the farm. Trivia The old forest was based on the new forest in the south of England. [3] Cherith and Vicky believe that the Tribes live in the south of England. However, Kate sees woodland as the forest that extends beyond her cottage near Loch Lomond in Scotland. [blog 1] Gallery Also See Camps in the Forest Borders in the Forest Areas of Lake Notes and References Author References Featured Articles Sites Community content is available under CC-BY-SA, unless otherwise stated. Noted.

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