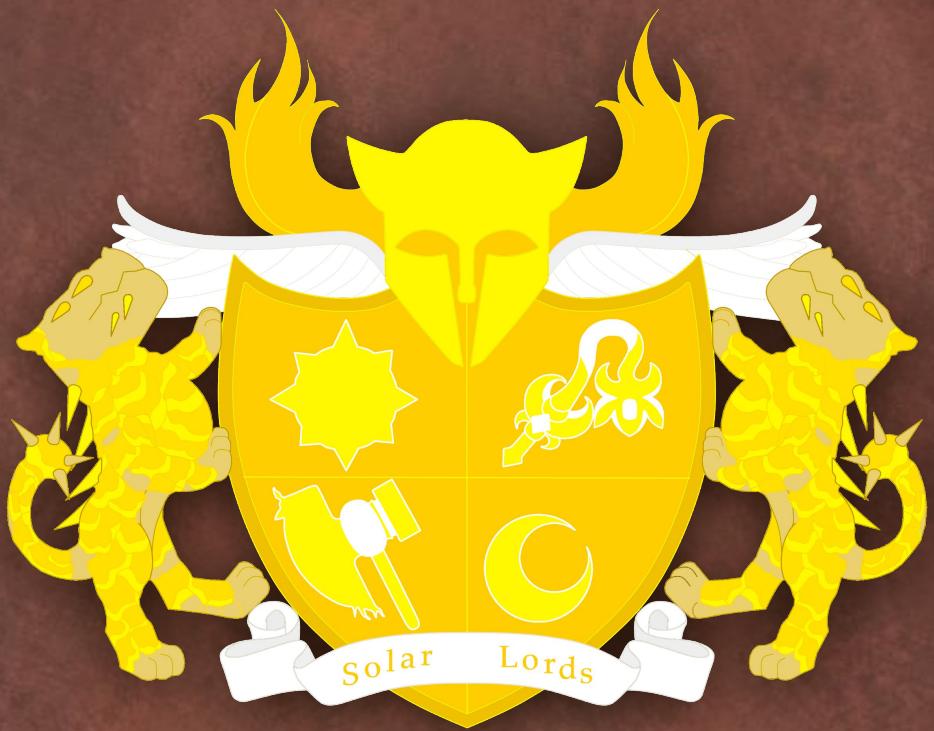


Solar Pillar



Above is the Solar Pillar Crest representing the Solar's vitality, battle prowess, respect of balance and the ability to subdue and train.

Our Colors
Orange, Yellow, White (Sometimes Brown)

Meaning of Solar Lords
Sol Overseers Leading Atmospheric Rebirth
Living Organisms of Raw Developmental Superiority

Background Art by: Mr.Glitch#6008

Solar Pillar

Hello Solar Pledges and Welcome to the Pillar!

As you have joined you should have an idea of what the Pillar is, however, if you do not, we recommend you read the TCT Pamphlet located in the [#tct-membership-info](#) discord channel. Even if you do know but haven't read the pamphlet please do so before continuing on.

Once you are up to date you might be wondering what is next. In this upcoming season you will be showing your great qualities to gain full membership to the pillar. By doing so, you may earn the title of **Soldier**. Much like in similar systems or groups, those within the program are your pillar brothers and sisters. Everything you do will reflect upon them and the integrity of the Solar Pillar.

We aspire to be positive persons expressed in all areas. It is also our chief goal to do all that we can to aid in our selected branches and/or teams for the TCT. During your time as a pledge for the pillar, different projects and tasks may be assigned. It is everyone's task to help get the job completed on time and correctly. Regular discussions or meetings are held and it is expected that you participate if possible. Participation in meetings, tasks and events show that you are interested and engaged. Major contributions will count towards possible promotions. You must also pass the Leadership class to be eligible.

How to Pledge Solar

To be successful, you need to know the chain of command, how it works and what it takes to achieve different positions.

Pledge

- No requirements at this time.

There are currently no requirements to join the Solar Pillar. As the program grows and develops this, could change over time. “Pledge” is the title given to all newcomers looking to be fully fledged members. To be a member means that you have proven yourself to be a dedicated Solar, friendly, and a helpful individual of our community.

Soldier

- Must be active in Solar channels
- Must contribute to Solar projects

“Soldier” is the title given to Pledges who have become members of the Solar Pillar. To be a member you must show that you are active in channels and offer assistance with projects that arise. If there are road blocks, you seek to find solutions and offer your constructive opinions and criticisms to help move the project forward. You show interest in the program and its members and conduct yourself in a positive manner. Tacticians and Warlords decide together, on the promotions from Pledge to Soldier.

How to Pledge Solar

Officer

- Must be active in Solar channels
- Must contribute to Solar projects
- Offers ideas to improve Solar Pillar
- Gives constructive feedback
- Displays leadership qualities
 - Implement Pillar systems and make sure they are working smoothly
 - Report any issues that arise

Officer is a harder position to achieve as this rank is for those who are leaders of the Solar Community. You have shown you are not only hard working, but that you are capable of leading people and projects to get things done correctly. An Officer is someone you can look up to for going the extra mile in order to make the Solar Pillar a success. An Officer is also someone who receives and reports issues that might arise. If there is a solution, they see to it that everyone is aware to keep confusion at an absolute minimum. Very few officers are needed and so very few will be selected. Tacticians and Warlords decide together, on the promotions from Soldier to Officer.

How to Pledge Solar

Tactician

- Must be active in Solar channels
- Must contribute to Solar projects
- Offers ideas to improve Solar Pillar
- Gives constructive feedback
- Displays leadership qualities
- Must be active on PVP server or contribute to Solar Pillar
 - Help establish working systems for the Pillar
 - Oversee Officers and Soldiers
 - Help solve any problems or issues that arise

Promotions to this rank are based on a “need” for the position only.

Tactician is an exceptionally hard position to obtain. Tacticians not only go above and beyond, but they help run the Solar Pillar itself, making sure that Officers and Soldiers are looked after and projects are taken care of. They are the second line of defense in solving problems and implementing working systems for improvement of the Pillar as a whole. Their job is to make sure that everything is in working order for all Solars. Generally, only one or two Tacticians are needed at any given time and they are also back up for Warlords. At this level, Tacticians are normally next in line for the position of Warlord. Warlords and current Tacticians are responsible for promotion to Tactician.

How to Pledge Solar

Warlord

- Must be active in Solar channels
- Must contribute to Solar projects
- Offers ideas to improve Solar Pillar
- Gives constructive feedback
- Displays leadership qualities
- Must be active on PVP server or contribute to Solar Pillar
- Must be Celestial Leader
 - Oversees Pillar as a whole
 - Handles reports
 - Must keep Pillar organized and on task
 - Resolve issues that occur
 - Establish new ways to improve Pillar

How to Pledge Solar

Warlord

Promotions Are Need Based. Warlords are the equivalent of Celestial Leaders. They run the Solar Pillar as a whole. Anything related to, of or about the Solar Pillar must go through them. They hand down projects and make sure that the Pillar is always in its best shape with aspirations to make it even more efficient; and let's not forget fun! Warlords are able to make final decisions about the Pillar but most importantly they are there to aid everyone who is a part of the group and make it a great and safe environment to be a part of. Their dedication is to all Solars who make the Pillar what it is. Warlords are selected by Overseers and above.

How to Pledge Solar

Removal

- Inactivity

Due to inactivity, you may lose your rank and/or be removed from the Pillar. You will receive at least one courtesy check to see if you are indeed still interested in being a Solar. Even if you confirm that you are, you must participate in upcoming assignments or discussions. If you are unable due to platform restraints (such as not having a PC), this will not apply to you so long as you notify a Tactician or Warlord. On the platform you do have, you will be expected to participate.

- Serious Infractions

Serious Infractions will result in removal from the Pillar and “may” bar future attempts to join. The following will not be tolerated:

- **Breaking TCT Discord Server Rules**
- **Bullying**
- **Harassment**
- **Cheating**
- **Habitual Confrontation with Others.**
- **Disregard of Pillar Leaders**
- **Alting (Having two or more accounts under different names at the same time)**
- **Dodging by Name Change (Having the same account but changing names to avoid penalties)**
- **Posting Inappropriate Material or Language. (If you have to ask don't post it)**

How to Pledge Solar

Events

- Discord Weekly Meeting: Every Saturday at 11:00am PST

It is considered participation to not only join the meeting but give feedback. Always come prepared with questions, concerns, ideas and comments. All meetings are archived for later view.

- Discord Pins

Always check the pins for additional information. Currently, the folder for the Official Solar Documents as well as current rankings are pinned in the solar discord channel.

- Pings

Pings to Solar branches (not individuals) are almost always important. Please check pings for anything that might have turned up and needs your immediate attention. Additionally, please only ping Solar Leaders for important issues.

Solar Flag



Above is the Solar Flag representing our colors and great deeds.

Solar Lore

The Solar is a celestial being of great power, born from the largest and brightest stars in the universe. The stars themselves are also known as Sol in singular format. Solars represent the life and breath of the universe. They are its vitality, its vibrance and its vigor. Much as you would expect, they are also a great host to be reckoned with.

Upon birth, Solars assume the shape of any living creature best suited for survival. Most Solars assume the shape of drakes/dragons, humanoids and werebeasts. Crawlipedes are unique specimen but generally uncommon to witness. Their subtypes define their position, which are Warrior, Rider, Flyer and Beast. The outer exterior of these creatures are crusted (often into rocks or plates) to protect from the extremely harsh environment, however they are not completely immune to the very flames they were born from. When weak or at a certain temperature/degree, Solars can and will burn. As it stands, only magic potions can achieve the necessary temperature to burn a Solar, making any other attempt to do so completely futile.

The formation of these majestic beings is something to witness. They are each made of the very flesh and plasma of the star (Sol) and as such, uncovered portions of their bodies are prone to flares, just like the Sol itself. If close enough to a flare, depending on the intensity, contact can be instantly fatal. It is not a routine or regular event, so keeping good distance is essential for any creature incapable of handling their most natural state.

Solar Lore

Tattered remnants of legend have said that the Solars are the Guardians of the Solar Pillar; A celestial structure which they draw their main source of energy from. Should a Solar Pillar fall, it is likely all Solars connected to it will also perish, unless another suitable pillar is found. It is rumored that the pillars are also the gate keys that currently imprison the Moon Lord; A feat set down by the lineage of the dryad. If a gate key falls, there is a momentary lapse of protection until the next pillar is found and assimilated. It is, however, one key to many.

With the goal of defending this key, the Solars have adapted and developed their tactics over time, becoming seasoned veterans. Their specialities of battle include Melee, CQC (Close Quarters Combat), Aerial Attacks, Close to Med Ranged Weaponry and use of Mounts. Solars themselves are exceptionally strong, with high defense and devastating attacks. When fighting amongst the pillar, the pillar itself will deal damage with balls of fire known as Solar Fragments.

With supreme knowledge of combat, they have been crowned with the title of “Warlords” by outsiders, as they are clean and efficient in their methods. They also possess the ability to reverse their opponents attacks back to the ones that delivered them, which can be devastating even against magic users.

Their Mantra and belief system is rather easy to understand and less daunting than one might initially think. Solars believe in balance. Even though they are efficient in war, they also value knowledge and intelligence. Just as they cater to the sun, they also acknowledge the importance of the moon. Their respect can be noted in the naming of their brethren known as the Corite (reverence of the Sol) and the Slenian (reverence of the Lunar).

Solar Lore

From the little that is known through Legends, it has been suggested that the Solars are responsible for the harnessing of raw energy to be used in up-and-coming technologies. Some believe it is the Solars who invented the Power Cells of which the Lihzahrd currently covet and defend for their own selfish purposes. Such advanced technology has yet to be traced back “positively” to its original owners though, the Solars remain a top tier candidate.

While it seems these creatures are performing a duty of good, the Solars are “generally” chaotic neutral. They will not go out of their way to cause a problem, but if you bring it to them, they are likely to solve it, even brutally. Sometimes brash and straightforward, this can often be misunderstood as being rude.

Solars are loyal to their duty and those they trust. It is imperative not to make the mistake of getting in their way while they are trying to accomplish a goal; or mishandle anything or anyone they have found worthy to protect. You may fatally regret it.

The ranks of the Solar are easily set for maintenance. There are four ranks/divisions within the Solar Hierarchy: Soldier, Officer, Tactician, and Warlord.

Solar Lore

Soldier is the starting rank. All Solars begin at the rank of Soldier and aspire to become the greatest of the four. Officers command the Soldiers and often in large groups. They make sure plans from the Tacticians are handed down and carried out expertly. Officers are responsible for their group of Soldiers, making sure they are cared for and well trained. If there is ever an issue, it is the Officer's job to see to it that it's corrected as quickly and efficiently as possible. When it's time for strategy, Tacticians get it done and get it done right. Overseeing the Officers, they make sure they keep their integrity and ranks in order. Their primary job is to make plans for battle. They look for the smallest details to take advantage of to guarantee victory and also assist in internal problem solving affairs. Warlord is the highest rank of achievement. Not only have they proven themselves as leaders and innovators, but they are the best in the craft and field. It is every Soldier's aspiration to one day become a Warlord.

Of these great creatures, there were those that began the traditions held today and have made a name for themselves across every generation. Their stories are as follows...

Simply known as Wolf, they were born with the appearance of being frail for their mixture of humanoid and what might have been werebeast. Some saw this as a defect given Solars were born to a form of raw survival and here it seems one form could not be decided. The Solar was Smaller than what was considered average. Because of this, the Sol gifted a special ability for lack. By means of evolving, they could become a more powerful bipedal werecreature or quadruped beast. It was a gift that could only be used in battle and only when their original form was no longer sustainable. It won many challenges and created opportunities for being so heavily underestimated. When strength alone was not enough, cunning, intelligence and sharpness of wit was always at work. Sometimes battles were won without force due to proper planning.

Solar Lore

They are a fierce Humanoid Warrior who would do what it takes to get the job done. Once there is a goal in mind (be it domestic or forceful) there is little that can stop them but themselves and their tendency to be overzealous. This could either lead to stunning victories or equally amazing defeats. When reigned in, they are contemplative and calculated, always looking for the best way to solve a problem. Despite all challenges, the Solar ascended the ranks to Warlord, solidifying their achievements and cementing their legacy. Getting close might be hard to do, but rumor has it they make a great ally, maybe even a friend.

Hifume was a Dragon Beast born with the purpose of guarding a forgotten pillar alone. They maintained their post and fended off every enemy without fail. In guarding the pillar, Hifume lacked time for the basics of eating and sleeping. Over time, they grew to no longer need these things. Blessed by the Sol with astounding endurance, they were now able to fight without rest for days on end.

Hifume spent so much time alone that they became absent of basic communication skills. They are often thought to come across as rude and emotionless. Because they are used to working alone, the Solar can be difficult to work with; often forgetting to communicate their attack strategy to fellow soldiers. Although challenging to get to know, Hifume never gives up and can be a great ally in combat. The achievements of their station and on the field earned them the title of Warlord which the stoic creature holds proudly.

Contrary to what some might believe, Hifume is quite friendly on the inside, even if they don't appear that way on the outside!

A Sol identified as Llama was bestowed upon the world for a single purpose; Balance. After coming forth from the Solar Pillar, his mentors aimed for him to fight for justice and prevent chaos and war from happening in the Solar region. Now the Humanoid Warrior has become a Tactician in the great Solar Army, trying to defend his beloved home.

Solar Lore

Foztar was an aggressive Dragon Beast serving as an Officer within the Solar. They were said to be warm blooded, fueled by the solar flames, attacking anything in their way without mercy. Even with such a fearsome demeanor, rumor has it the subtle art of cooking was claimed as a pastime.

Im a Shiny Diamond, their full and complete name, was a calm and positive Humanoid Solar who obtained a pet dragon as a Rider. The creature was also their only friend to live, together, through a Star's Death. The two carried on and remained willing to seek new friends throughout their journey. A path that led them to the rank of Officer. Their amazing strength, greater than any Solar could tell, was said to have come through the power of peace and friendship.

The Werebeast Warrior known as "Grey" didn't have a true name. The other Solars call him this because of the colour of his exterior plates. Usually quiet and reserved, it was when the Solar was involved in scuffles that they became loud and boisterous, taunting their enemies. In battle, the title given did not reflect the outward appearance. As the flow of plasma in their body grew hotter, the plates turned black with red and yellow accents. Within the ranks, Grey likes to be the middleman, working as an Officer with the higher ups but always having his heart with his troops. It was not uncommon to see him joining the Soldiers on the frontlines.

As a Soldier, Dune doesn't have much power when it comes to helping his team. However, the Humanoid Warrior gets along with his ranking Officer, fellow Soldiers and is even acknowledged by his assigned Tactician as a hard-working individual. In the field, the Solar is one of the most admirable soldiers as he carves through his foes with the might of fire. When given a task, Dune gets the job done as rapidly as possible.

Solar Lore

With the ability to absorb energy from the solar pillar to gain strength and heal wounds, Redsparx, a Werebeast, had the willpower to continue pressing on during a great battle, despite being on the losing side. Mortally wounded, the Beast was brought into the Solar family, being seen as a hard hitting Soldier. Driven by anger, hatred and revenge, what wasn't realized was that his anger and strength made him reborn. However, this did not mean he was all anger. For many years, Redsparx has been with the Solar army and his knowledge allows his team advantages into attack patterns that can make changes in the way wars are fought. Aside from combat prowess, it should be noted that the Solar has a side hobby or two. Claw sharpening and physical training are among his favored daily routines.

Incendius is a battle-master, ages old, with the limited ability of firebending and a keen eye for things that explode or erupt. He has used his powers consistently to help his friends and brutally destroy his enemies. He thinks long and hard about any major decision and doesn't act until he's certain it's the right choice. When a decision is made, he executes his plan quickly and efficiently. The Solar tends not to have much regard for people's feelings, except those who are closest to him. When someone gets in his way, he does not hesitate to remove or destroy them if necessary. Incendius wields two long swords lined with white-hot plasma that have more uses than cutting. The Solar uses them to climb stony surfaces, start fires in the wild, and even seal wounds shut with the heat.

Moooboy is a Dragon Beast who helps others in need, especially on the battlefield. As a Soldier, he is trained in many different skills such as cooking and first aid. The Solar also has a peculiar ability to predict what may come to pass for good or ill.

Solar Lore

Hobbylosletsplay was a Humanoid Warrior who loved to find themselves in a brawl. Being a Soldier, they were trained well to help fight against enemies and great opposing forces. For the time being, this is all that is known about the Solar.

Vagan, a fitting name for a reckless, aloof and overall fickle Drake. He was driven by one solitary thing; he does not want to be bored. A simplistic goal for a simplistic being with a simplistic existence. Although he was straightforward in his intentions and desires, the Solar Tactician was a very deceptive character. Be wary of him. He may put on airs of naivety, but you'd be more of a fool to fall for it.

Behind the mask lies a mind of complex plans lining over the other to create an intricate web that many against him fall into. His mind is as bright as the Sol-light that reflects off his coat of scales. Above all, he rides, despite his tactical state of mind, he is a reckless fool hellbent on seeing his plans come to fruition. He can only ensure them by seeing them out himself. He rides on his "high horse" everywhere, even if there isn't a steed physically present..

Cautiously reckless, what a paradox of an existence. Such is the mind of a Drake Rider starved of any purpose. This is Vagan.

Sol Beşinciński



Above is the very first Base built for the Solar Pillar and
Solars look forward to many more!