

Equinian Etiquette and Culture

Equinians are a lot more formal and take themselves a lot more seriously than Equestrians do. One of the most important things you can learn about Equinian Etiquette is their bows. They have various bows that each mean various things, and using the wrong bow at the wrong time can result in some serious misunderstandings. The best way to teach you about their bows is by simply listing them, so here they are:

The Nodding Bow

The nodding bow is used for when two equals respectfully greet each other. In a nodding bow, you simply take a step forwards with your predominant hind-hoof, and slightly lean towards your equal. In a nodding bow, both equals bow at the same time, and the bows are brief.

The Kneeling Bow

The kneeling bow is used by an inferior when respectfully greeting a superior. In this bow, one kneels to the ground, the non-predominant hind-knee supporting the horse's weight while the horse's predominant hind-knee serves as a rest for the predominant fore-leg, while their non-predominant fore-leg simply dangles. The bow is expected to last for a decently long moment, and the superior does not have to bow in return.

The Collapsing Bow

This bow is by far the most humbling, because not only does it involve the horse practically dropping to the ground, but it's supposed to be a sign of total surrender. In this bow, one first stands up straight, then relaxes their hind-legs to drop to one's hind-knees, then relaxes their back to bend over and drop to one's fore-hooves. The unlucky horse giving the bow must remain perfectly still, face the ground, and keep their eyes shut until the horse they're admitting defeat to decides on what to do with them.

This is pretty much the only new thing you have to learn about their etiquette except for the fact that they are to be called 'horses' and not 'ponies'. Now, on to their culture.

There is nothing Equinians value more than unity and civilization:

For as far back as Equinian literature and legends go, there have been reports among reports of tribal leaders agreeing to merge and form oligarchies, which are governments where only a few leaders hold power. Some of these reasons are as you may think, reasons of politics or economics; but most of the reasoning behind this mass-merging is because of the dragons:

"These dragons look down at me from the sky, but I look down at them from my intellect. These savages care nothing about greater goods or the goods of others, but instead they care only to consume and destroy. Let us form a pact to never become such simple minded beasts. Let us work together, in arts and scholarly research, let us provide each other food when needed, and even fight off the fire breathing beasts if needed. Let us prosper and form proper civilization."

-A Neolithic Tribal Leader

Because of these values, various tribes scattered across the continent joined together to form what is now called Equinia. Ever since Equinia was first named, they have never, not once, broken up into smaller countries; and they have always made education and research their number one priority. Ironically, it was all thanks to the fact that they lived so close to dragons, the very destroyers of civilization.

Names of Birth and Names of Rite:

In place of cutie marks, Equinians have 'Names of Rite' to go along with their birth name. Unlike a typical birth name, which is given to you at birth and is usually something simple like 'John' (not something like 'Big Mac' or 'Fancy Pants', but simply 'John' and 'Charles'), names of Rite must be earned as you grow older. A horse's name of rite can be anything he or she wants it to be, but he or she must be able to live up to the title. Names of rite are usually decided by the public and what they think of a horse and his or her achievements. A name of rite can be just as bad as it can be good. For instance, 'Swindler John', who is not above things such as scamming a friendly, but thick old lady out of an old, but pure copper statue by convincing her that the copper wasn't real by pointing out a green substance forming on the surface of the statue.

Brands:

In the earlier stages of Equinia, back when slaves were still being used, they would be branded with a personal or company logo where their cutie mark would be if they were an Equestrian pony. Slaves were usually criminals or a simple means to paying off one's debt.

Agriculture:

Equinians do not farm nearly as much as Equestrians do because there is little mineral rich soil in their lands other than the charred grounds that are too close to the dragons to be considered safe (there have been efforts to clear the dragons from these lands from present day to decades before, and progress has been made, but things such as this will be covered in the history section). They have all the plain crops that Equestrians do, but don't have any of their extraordinary crops such as zap apples or crystal berries. Most Equinians, because they're bipedal, cannot produce enough force to knock all of the apples and other fruits out of the trees that they do grow. They resort to simply picking the fruit.

Clothing:

Equinians are basically at the same level as Equestrians when it comes to having to wear clothing. You don't have to wear clothes when you step outside, but it's still rude to look upon another horse that is showering or is at the spa (keep in mind, spas aren't nearly as common in Equinia as they are in Equestria). Equinians are conservative when it comes to fabrics. Cotton is hard to grow because of the poor soil, sheep are hard to herd and breed because farmers cannot grow enough food for them to eat, and silkworms are nearly impossible to find. 'Casual' wear is pretty much out of the question, save for the rich elite and the king, who usually find casual wear to be wasteful regardless. Formal wear, however, is usually plain black robes for commoners. The elite rich and the king, when attending a formal event, may wear shimmering black robes with various gray and white silk decorations. A king or rich elite adding a gem or two to their formal wear is not unheard of, but gems are incredibly hard to find because the dragons have deprived them of the luxury. Efforts have been made towards making gems a renewable resource or at least a resource that can be made from other, more common non-renewable resources ever since the Equinian Age of Flame, but progress has been virtually zilch until very recently.

Currency:

Precious metals are hard to come by in Equestria, and that rule applies ten fold in Equinia. Therefore, Equinians do not use gold or silver coins as currency, but first started using obsidian coins in the Age of Growth. You see, virtually all of the stones in Equinia are sedimentary, and the only igneous rocks you're expected to find are in the dragon lands. You can see the picture I'm painting here. Clever King Simon (during the Age of Growth) made one-ounce obsidian coins Equinia's currency so there would be a spike of horses attacking the dragons for wealth. However, when the Age of Flame came

about, horses started to make one-ounce granite coins in place of obsidian ones. Obsidian coins started to become a collectors item in the Age of Exploration, and granite coins remained Equinia's currency all the way up to present day.