

## The Equinian Continent

Now we are going to discuss where Equinia is in the world, how their homes are like, and how it has had an impact on their history, culture, and even their isolation from Equestria. I will first start with the most obvious thing that must be discussed, Equestria has a land of dragons right next to it, but the dragons have largely remained not-a-problem to Equestrians because of the wide open fields of nothing between them and the dragons known as 'No Mare's Land'. Equinia, however, got the short end of the stick. From Equestria, beyond the dragon lands, lies Equinia. Equinia has no 'No Mare's Land' whatsoever to separate themselves from the dragons, and because of the destructive nature of the dragons and the inability for neolithic culture to settle things politically, the two neighboring lands have been mortal enemies for as long as time could remember.

The main climate of Equinia is cold and moist. Their soil is gray and gravelly. It hardly ever snows, but freezing cold rain is common. Equinia's abiotic living factors have actually helped serve as a safeguard against the dragons because the dragons were not made to endure such an environment, but the environment can only help you out so much. The shape of Equinia's land is mainly flat plains with a few shrubs and boulders scattered throughout. The shrubs themselves are edible to horses and ponies alike, but the true meal comes from the various small to medium sized wildlife that seek homes in these shrubs. Every once in awhile, when walking in the gravelly plains of nothing that is Equinia, one would come upon a small tree, but the leaves are hardly edible and the only creatures that bother to make homes in the small trees are insects. If one where to travel the opposite direction of the dragon lands for a good long while, one would come across a contiguous forest full of various fruit trees and small to large game. Traveling to these woods, however, is quite the journey, and it oftentimes take more energy to make the trip than the horses would get from the food. However, many major cities have thrived off of these woods. The most prominent being the Equinian capitol, Hermia, which was named after the wanderer who first found the woods, Hermes the Drifter. Equinians, when first settling near these lands, had dreams of expanding the woods beyond their current size; but the woods where not fit for the poor, gravelly soil and cold climate, so little progress has been made. Eventually, overpopulation forced the horses to expand from their beloved woods back towards the direction of the dragons, where they would once again be within range of their mortal enemy.

Although Equestria was not known to Equinians and vice-versa, Equinians adapted stone housing, sculpting, tool making, and melting technology far earlier than the Equestrians did because of the lack of wood, abundance of rock, and the fact that wooden houses can be burned by dragon breath. Equinia is a land locked country, and has few rivers.