

## Equinian History

This is where it gets fun! You see, Equinian history is divided by ages. Currently there is the Age of Struggle, the Age of Pilgrimage, the Age of Growth, the Age of Flame, the Age of Ash, the Age of Wisdom, and the Age of Exploration, which is present day.

### The Age of Struggle:

Notable Horses:

Sombra, King of All Kings

The Age of Struggle is the neolithic period of Equinian history where they were constantly battling against the dragons. The main thing that emerged from this age is the Equinian philosophy of unity and civilization which led to Equinia itself being formed from various tribes of horses, and the desire to find a better home. Not many specifics are known about this age because it was so long ago, and many records were destroyed by dragon invasions. But one prominent figure was made out from the nearly forgotten age, and that was Sombra, King of All Kings. Sombra was like any other Equinian horse from a physical perspective. But what made him stand out and get chosen as Equinia's very first king was the fact that he knew horses extraordinarily well and was incredibly wise. He could always say something heart warming or thought provoking without sounding like he's naive or he's trying too hard. He was also exceptional when it came to the art of combat, and offered to fight alongside the warriors that he commanded frequently. Horses complained that he was putting himself through unnecessary danger, and Sombra replied by saying the following:

"It would be the logical thing for me to stay back at the castle while you do all the work. But the thing is, is that horses don't always act logically. It's good to be civilized and orderly, to not be savages like the dragons, but not if it means losing what makes us living, breathing beings so unique. What is life without a bit of living?"

Sombra lived on to be exceptionally old for the life expectancy of the time before mysteriously vanishing one day. No horse knows what happened to Sombra, but one thing's for certain. Equinia will never again have such an incredible king.

### The Age of Pilgrimage:

Notable Horses:

Hermes the Drifter

Forest Ranger Eden

When Hermes the Drifter discovered the contiguous forests that were far beyond the open fields of gravel, he wasted no time before gathering various samples of fruit, animals that were unknown to the gravel fields, and even a bear pelt before returning to King John of Ruins (he was called this because two major cities have been lost under his rule). King John, interested in changing his name of rite and being rid of the dragons, decided to form a mass settlement plan towards these contiguous forests. When they got there and began to chop down the trees for wood, they were stopped by Forest Ranger Eden.

"Look at the size of these trees! They probably took hundreds of years to grow to this size! Who are you to chop it all down in half an hour, knowing that they won't grow back for ages to come. We've made stone housing before, so let's keep on doing so. You don't have to harm the forest to take things from it."

And so they did, the Equinians formed large cities out of stone that bordered the forest. Forest Ranger Eden and ponies after him attempted to help the forest grow beyond it's original boundaries, but little progress has been made.

#### The Age of Growth:

Notable Horses:

Astrid, Discoverer of Magic

Clever King Simon

Equinians know nothing about unicorns. They know nothing about magical fruits like zap apples, or magical creatures like timber wolves. Being as isolated as they are, you could they know that magic even exists? The truth is, is that they overlooked something that they've been spitting at ever since their founding, the dragons. Astrid was curious about how the dragons breathed fire, and turned to Superior King Ken (who was determined to out accomplish his ancestors) for a group of knights that Astrid could order to capture dragons. Of the one hundred given, only seventeen survived, but it was not in vain. Astrid found that dragons have no physical traits whatsoever that allow them to be fire resistant or breathe fire. When you attempt to burn a living dragon, nothing happens; but when you attempt to burn a dead dragon, their corpses burn just like any other animal would. Astrid even performed live and dead dissections to confirm this. Whatever this enigmatic power was, Astrid was determined to capture and harness it, and she did. Astrid eventually built Equinia's first dragon bone wand. The only thing the wand could do was spit fire, but it was an incredible accomplishment that amazed the country as a whole. One ounce obsidian coins have also been adapted as currency by Clever King Simon during this age so there would be an increase in dragon land explorers killing dragons.

#### The Age of Flame:

Notable Horses:

Magicmaster Julia

Dragonking Hylene

Magicmaster Julia was the Equinian equivalent of Starswirl the Bearded. Her research in the newly discovered field of magic was by far the most recognizable. First off, she devised the theory that a single living being consists of three existences. There is the physical matter we are made out of, which comes from the earth; there is the magical sprites that we channel through dragon bone wands and staves (these come from the sun), and lastly, there is the soul, which comes from the moon and is what drives a horse to love, cry, excite, and basically makes us act like we're alive. The sun, moon, and earth gives living things existence, and, when they die, they return their existences to the sun, moon, and earth. Julia also widened the spectrum of spells that could be casts through dragon bone wands and staves considerably with this theory. She claimed that-

"Magical sprites are the power, and souls are the drive. When these work efficiently together, one can produce virtually anything they can imagine. However, that is the very problem. These two existences are polar opposites that constantly try to repel one another. The only thing stopping these two existences from blasting apart is the physical being, which works like a sturdy chamber preventing two powerful same-pole magnets from repelling each other. Trying to manipulate magic is like trying to push these two magnets together. The stronger your beings, the harder it is to get them to work together. However, the stronger the beings, the more overall potential you have."

Julia's theory turned out to be true, and with Equinia's new understanding on how magic worked, they could perform as many spells as an Equestrian unicorn could. Julia also made a very intriguing, but yet to be proven theory on time. It goes like this.

"Okay, I want you to visualize time. Not a clock, but time itself. You're imagining a straight line going on forever, no? Well, if one were to travel back in time, it would be like drawing another line going from one point on the main line to the other. But, if one were to change the past, then it would also change the present and the future. Thus having the time line branch out in several new directions. These time lines would basically be alternate universes. But if these alternate universes were made apart by time and time alone, then could one use time travel to travel from one universe to the next and make more time lines? Why do you even have to travel to one point in time at time? Why not two, or three, or six-hundred seventy-nine? Obviously, you're imagining time going from a line to a web. This brings up another intriguing notion. By traveling in certain directions in these webs, could one travel backwards on a line of time that originally was supposed to go forwards? Could this mean that the future is just as easily the past and vice-versa? Could this mean that we can purposely travel in a new direction of time by using a path of a time traveler that wanted to see the dinosaurs? In all honesty, I don't know. But here's one thing I hold with a firm grasp. That no matter what convoluted shape time takes, there is no way you can be free to make your own time. I believe that everything is a result of cause and effect, everything since the beginning of the Universe, and that choice as we know it, is a mere illusion. If this is true, then does it really matter what shape time is? Because no matter what we do, in reality everything's been predetermined for us, and there's no way we can change the paths we're on."

Time web theories aside, Julia's proven theory have made dragon bones the number one consumer demand in Equinia. You know what that means, right? The amount of dragon hunter job openings skyrocketed. Eventually, a dragon named Hylene decided that too many of his brothers were being killed, and he formed the world's first organized faction of dragons. Organized dragons, as you may expect, are very, very bad. Dragonking Hylene set out with many others to destroy the forests that the Equinians relied on so much for resources. They succeeded in destroying nearly all of the forests and half of the major cities that bordered said forests. But the Equinians were, for once, lucky. Like I mentioned in an earlier section, the harsh environment that Equinians lived in was not made to accompany dragons, so many dragons died of hypothermia and starvation along the way. More dragons were killed along the way by small towns of dragon hunters that made their homes close to the dragon lands. By the time Hylene made it to Hermia, he had lost two thirds of his dragons. But it doesn't take much to start a forest fire. In the long run, Hylene's failed to achieve what he wanted, but it was certainly the cause of three new ages that would teach Equinians about wisdom accompanying intelligence. Equinians also feared that use of the obsidian coin was going to repeat this age, so they started to use granite coins in the Age of Ash, and remains Equinia's currency all the way up to present day. This made obsidian coins, which have been discontinued, a collectors item in the Age of Exploration.

#### The Age of Ash:

Notable Horses:

Kingseeker Chester

King Andrew of Eden

With the forests all but gone, the population dropped and havoc started to spread. People were either starving or killing other horses for food. All that was left of the king and his dynasty was a few dead bodies under a pile of rubble that was the king's bland but grand castle. The country did not tear

itself apart with a power vacuum, however, because no matter what the country went through, the philosophy remained the same.

"Unity and civilization, above all else."

These were the words of Kingseeker Chester, a member of the ancient dynasty's royal guard that was ashamed of himself for his failure in protecting the king and his family. He and the rest of the royal guard rushed from town to town, regaining control with martial law. The only thing that stopped the horses from resisting was a promise.

"The horse who rebuilds Hermes's woods becomes king."

And so a scholarly horse named Andrew rose to the challenge and, after a few years of dedication and hard work, created a spell that allowed the trees and animals to repopulate over night. And, for good measure, he enchanted the woods with a fire resistance spell so such a tragedy would never happen again.

The Age of Wisdom:

Notable Horses:

Serena the Wise

Equinia learned the hard way that you always have to make sure you have enough wisdom to go along with your intelligence. Therefore, the horses of Equinia took a liking to studying Serenism, which is a topic so big that it's going to require it's own section. Other than the founding of Serenism (which was founded by Serena the Wise) this age was fairly uneventful, with nothing interesting to tell other than the expected reconstruction to former glory, the fact that Equinian horses started to use more compact dragon bone horseshoes for spell casting instead of wands and staves, and that the overall production of dragon bone equipment dropped, making dragon bone horseshoes and staves more expensive. Dragon bone wands and especially staves have also become a collector's item in the Age of Exploration because of their discontinuation.

The Age of Exploration (Present Day):

Notable Horses:

Guardian Angel Orionshy

Marvelous Tesla

Julie, Apprentice of All Trades

Dragonslayer Henry

Cautious King Jacob

The Age of Wisdom exploded into the Age of Exploration with the incredible discovery of a colt who called himself 'Orionshy'. Orionshy's coat was sand colored; his mane was the same color as everyone else's coat; he had a picture of a bow and arrow on his flank that wasn't a brand, but was a part of his coat; and most strikingly of all, he had wings! The colt Orionshy was dropped in to a small town by a fast-flying dragon that no horse could shoot out of the sky fast enough. When Orionshy glided down to the surface, everyone gasped and stared at him. Was this some kind of angel? Why was he colored like that? He can move clouds for goodness sake! Orionshy started to spread tales about this land beyond the dragons known as 'Equestria' and that a dragon, for unknown reasons, swooped him up and carried him all the way over to this alien country that he knew nothing about. Many horses considered Orionshy some kind of gift because of his cutie mark, some even went as far as to call him a

prophet. Tales of this colt eventually met the ears of Cautious King Jacob, who ordered that the colt be taken to him. When Orionshy met King Jacob, he repeated everything he told every horse else. That he came from this place called Equestria where there were not horses, but ponies of every color of the rainbow who had magical horns and wings, and that these ponies were called unicorns and pegasi respectfully while ponies with neither of these were called earth ponies. Orionshy even talked to the king about his mom, dad, and baby sister. The last thing Orionshy said to the king before he ordered him to sleep in a guest room was a plea to send him back to Equestria. Cautious King Jacob said "I'll see what I can do." and sent him away. However, like Jacob's name implies, he first wanted complete and absolute evidence that this so-called 'Equestria' was a real place. He tried capturing dragons for information, but made little progress. In the end, despite Orionshy's desperate cries, he called Orionshy "A gift with an overactive imagination." and trained Orionshy in proper Equinian culture and combat so he can be his right-hoofed stallion. Orionshy was also famous for having a stare that is so terrifying that he would oftentimes win battles without even picking up a weapon. Cautious King Jacob saw Orionshy's tales as just that, tales. and refuse to let other horses borrow him for anything that has to do with these tales. However, nearly all of Equinia thought that Orionshy himself was enough evidence to say that Equestria did indeed exist, and horses were making progress towards preparations in order to officially discover Equestria. Three of the most notable horses are shown below:

#### Marvelous Tesla

Hailed as an engineering genius, Marvelous Tesla is an egotistical, high self-esteem horse who is currently working on a pressurized, radiation resistant capsule that's supposed to be able to hold a single horse and be lifted into the stratosphere by a weather balloon so the horse traveling to Equestria can stay out of reach of the dragons. Although Tesla is almost finished with his project, he's having a hard time looking for volunteers to test it out. The winds in Equinia and the dragon lands do not change, so its a guaranteed one way trip regardless if Equestria is actually out there or not. Tesla knows of one horse who would like to try out the capsule though. Or should he say... pony.

#### Julie, Master of All Trades

Julie, a blind filly who was named after Magicmaster Julia herself, is a true child prodigy. She adept in nearly everything she attempts from music to art to even science and technology. When Julie was offered a visit to a well known observatory and was told about how the sun and moon do not cycle perfectly (even Celestia and Luna are not perfect at their jobs) Julie had a hunch based off of Orionshy's tales of Princesses Celestia and Nightmare Moon and introduced the astronomer working the telescope to a spell that allows him to detect magic that is being used for levitation. The astronomer used the spell, looked into the telescope, and what he found was incredible! The sun and moon were being moved by enormous amounts of controlled magic that was coming from the dragon land's horizon! The astronomer immediately recorded his findings and turned to Cautious King Jacob, only to have his findings met with deaf ears. Cautious King Jacob was also known for being stubborn. Julie did not give up, however. She told the astronomer to present his findings to the most esteemed magicians throughout Equinia and ask for a science and magic meeting. The astronomer did what he was told, and Julie presented the committee with the idea that, if they use powerful magic to write a message on the face of the moon, they could get the Equestrians to come to them. Julie's scheme got several arrow holes in it right off the bat. Wouldn't this so called 'Princess Celestia' get mad if you wrote on her moon? Julie responded with a simple "Not if we tell her we have Orionshy." There were still many problems involved. Was Equestria powerful enough to conquer the dragon lands? Would Cautious King Jacob punish us for taking such a gamble? The question behind Julie's plan wasn't 'how we' but instead it was 'should we'. The proper course of action or inaction still remains undecided.

#### Dragonslayer Henry

In all of Equinia, there is no horse physically stronger than Dragonslayer Henry, who is so strong, that he wears a two-inch thick set of heavy-duty steel plate armor without being encumbered by it. Dragonslayer Henry chose to see Orionshy's arrival to Equinia as fate, and decided to gather a large group of renounced warriors to carve a path going from Equinia to Equestria straight through the dragon lands. Many horses are enthusiastic about this idea, but many others believe that Dragonslayer Henry is going to repeat the Age of Flame. Dragonslayer Henry has had hopes of Guardian Angel Orionshy helping him lead the charge because of his combat training, familiarity with Equestria, and the fact that he had a birds eye view of the dragon lands while he was being taken over to Equinia. But currently, Dragonslayer Henry is having trouble with Cautious King Jacob on even attempting the mission.

The future is up to you.