

Volt's Equestria - Notes

General Notes

- Equestria is currently in a state of conflict with the zebras, though it is not considered warfare. No casualties have resulted and no battles have been fought, but they are not on friendly terms.
- Crime is at a rare high in the land. Celestia is doing her best to address it, but it is difficult with all sorts of other political issues to worry about.
- The Draconies have seceded from Equestria entirely, and consider Bellephron a separate country.
- Bellephron is currently not thought highly of by ponies, thanks to the lies of Tempest Diadem and general public opinion resulting from it. This has led to high tensions between the pony kingdom and the budding Dracony nation, which both Celestia and Sapphire Sunrise are concerned might lead to violence.
- In this universe, Sombra is still very much alive, and playing a role behind the scenes. He sows disharmony and evil intentions where it was once Discord's duty to do so. While Celestia and Luna are aware of his presence, as are the current rulers of the Crystal Empire (Shining Armour and Cadence), there is nothing to be done about it. He is essentially a spirit of evil itself, corrupting the hearts of ponies who can't resist his influence. It is assumed that he is responsible for much of the conflict in Equestria, currently.
- Sombra's influence is secretly seeping into the heart of young Sapphire Sunrise, the new Empress of the Bellephron Empire. While his intentions are anything but benign, it isn't clear what exactly he wants to happen.
- Celestia is concerned for Twilight in this time. The young alicorn's constant yearning for new knowledge and magical ability is one that cannot go ignored, and is an easy target for an evil spirit such as Sombra. Secretly, Celestia has told both Tempest Shadow and all of Twilight's friends to keep an eye on her.

The Draconies

These equine-hybrid creatures are a mix between the dragons of old and the ponies who first came to Equestria. Originally much larger and bearing more of a resemblance to their massive reptilian cousins, they now are mostly like ponies, thanks to inter-species breeding. Typically their legs end in gemstone-like hooves that can be used to harness magic, though not many Draconies can. Their wings are leathery like a dragon's, but semi-translucent, and their colour will always match that of their hooves and their eyes. They sport long, prehensile tails that end in a spade which, while it isn't sharp, can be equipped with a blade.

Basic Cultural Notes

Dracony culture was rich and plentiful before they were fully subjugated by Tempest Diadem's system of government. Long before that, before Equestria went to war with them, they even knew how to use quite powerful forms of magic. This has been mostly forgotten or at least not a real focus for Draconies as of late, but they are slowly beginning to reconnect with their roots.

Cultural Norms

Dracony culture is also quite different from Equestria.

- All Draconies are considered equal, however there are social classes that many fit into, and no system of equality is perfect.
- Draconies do not have a formal system of currency or economy. Rather, they work on a system of basic necessities. Every Dracony is provided with the basics of what they need – housing, food and water – and any luxuries or extra things, which certainly aren't difficult to obtain, are gotten through work and cooperation.
- As a general rule, Draconies in the 'lower class' – those who do not have many things besides the necessities – are expected to give their respect to those in the classes above them. These classes are the middle and higher class, which both have varying levels of 'wealth'.
- When two Draconies meet on the street, or in any social setting really, it is typically considered polite to bow at least their head in respect to the other Dracony in their presence. If they are simply passing each other on the street this is not necessary.
- Draconies are strictly monogamous, though there are no rules against polygamy. Same-sex relationships are perfectly accepted by society, and married couples with foals are entitled to extra things such as toys, food, clothing and other needs for a happy and healthy foal.
- Dancing is actually a fairly popular activity for Draconies, who often enjoy intricate and flowing movements that utilize every part of the body. It is ill-advised for an Equestrian to try and keep up with them, as they are on the whole stronger and more flexible.

Clothing

- Unlike Equestrians, Draconies wear clothes almost all the time.
- Their garments range from simple fabric outfits that cover their whole body to intricate, carefully put-together robes and form-fitting tunics that flow and sparkle in ways that the Draconies adore.
- Accessories are common, mainly beset with jewels. Much of their fabrics are made with jewels running through them, so their clothes are glamorous to say the least.
- Necklaces, tail charms and flashy earrings are only a few examples.

Bellephron

- The Draconies' lifestyles are made possible by the richness of their land. For the most part, Bellephron is capable of providing everything they need. They have large areas

for farming that provide food – though technically most of their food comes from livestock, and the farming is more to feed said livestock.

- While Bellephron is known for being rich in gemstones, Draconies have little use for them monetarily. Gems are mostly taken from the ground, refined and put into clothing, quilts, enchanted objects and all sorts of other mundane uses that many ponies might either find horribly wasteful or absolutely glamorous.
- Fresh water is accessed easily from the Soundless Shallows, a large and nearly always calm lake which is to the North of Bellephron. The water is crystal clear and fresh, and the Draconies have worked hard to maintain the fish population there for an extra source of food.

Evolution

- Almost all Draconies accept that they were once much more powerful creatures, but have since evolved beyond it.
- The arrival of the first pony travellers – before the original founders of Equestria, in fact – were the ones who spurred on this transformation. The practice of inter-species mating was not overly taboo, but it introduced further equine genes into the pool that eventually made Draconies far more pony-like than reptile-like.
- Before this change, Draconies had scales instead of fur, and were generally much more powerful.
- This is considered the reason that these first pony settlers never came back after their joyous mating sessions.

Gender

- Bellephron is similar to Equestria in its roles. Mares are typically more plentiful than stallions, and therefore do much of the work.
- Mares, as a general rule, are actually stronger than stallions, and often a bit larger.
- For as long as history has recorded, the Dracony leader has always been female. Rarely does she have a ‘king’, per se, though a husband and lover is not uncommon, to continue the royal bloodline.

Careers/Work

- For the most part, Draconies work in the systems and places that provide what everyone needs.
- Jobs in agriculture are common, as are general food production, weather control (which is something that Draconies still must take part in, although it is a bit more difficult considering their lack of ability to stand on clouds) and water production. Up until Bellephron began to trade with Equestria, the job of gem collection was not considered viable.

Religion

- The Draconies believe the world was created by so-called ‘elder dragons’, which inhabited the planet long before all other life. The queen among them being Polaris, giver of life. These dragons supposedly had a grand war, in which most of the gods backed away and merged themselves with their respective domains. Polaris and Vibris, who were brother and sister, were the only ones left fighting. Diarae, the goddess of time, supposedly cast them both out of the timestream altogether.
- Others include the god of chaos/death Vibris, goddesses of the sun and moon (respectively) Eris and Utix, goddess of law and order Ova, and goddess of time, Diarae.
- Their main point of worship is Mount Onis, on the southern tip of Bellephron. This mountain is believed to be the Earth god Onis himself, who turned himself into a mountain to allow the world to grow on its own.
- The Draconies also believe, in some instances, that the princesses are the reincarnations of Eris and Utix themselves, and many will obey the Equestrian rulers even against the better interest of their own.
- Prayer is uncommon, but meditation is more commonly used to get in touch with the gods.
- Draconies will sometimes bind their wings so they cannot fly, and make a dangerous climb to the top of Mount Onis to pay tribute and attempt to connect to the gods at their most sacred peak. Few ever truly hear their words, but many feel enlightened upon completion of the journey.

Important Items and Artifacts

- **The Bloodstone Sceptre:** Created by the ancient Draconies several millennia ago, this magical staff was stolen from Bellephron by the dragons when the great winged beasts were called to the land by its power. The dragons have used it as a ritual for their Dragon Lord for thousands of years.
- **The Oculus:** A magical shield capable of reflecting any attack that strikes it. It has little use to the Draconies, and thus is stored away deep beneath the palace in Bellephron’s capital.
- **Crown of the Draconies:** Undoubtedly the most precious artifact the Draconies possess, this crown is a symbol of the Empress of Bellephron. The term ‘crown’ is used despite the word ‘tiara’ being much more fitting. It is a simple grey metal tiara beset with an absolutely stunning jewel in its center, made up of multiple gems combined - some include ruby, emerald, sapphire, jade and many others.
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Magic

While magic is not easily used by the average Dracony in modern times, those who train themselves in the art can easily become proficient. Only the most dedicated scholars,

however, can learn to cast the spells that their ancient ancestors once used. The Draconies are slowly re-building their culture and society, and their magic use with it.

Common Spells

- **Ice Shield:** Taking from their long-distant relatives in the dragon lands and reversing their own famous fire-breathing, a trained Dracony can summon an orb of ice to defend themselves against physical projectiles.
- **Ice Whip:** A whip made entirely out of arcane ice, best used only if the caster has prior experience with fighting with a whip.
- **Purify:** A basic healing spell, capable of sealing wounds and cleansing the body of minor diseases and illness.
- **Confuse:** A simple defense spell, producing a loud and bright concussive blast to stun and daze an opponent, but not its caster.
- **Ice Bolt:** Hurls a bolt of ice at an opponent. If it does not meet arcane resistance, it freezes them.
- **Flight:** A simple flight spell, enabling Draconies to fly if they cannot or do not wish to use their wings – heavily draining.
- **Force:** A simple, non-damaging spell that exerts force on an opponent or object to push it.
- **Levitate:** Much like with unicorns, levitation magic is simple – however, it is more difficult to a Dracony than it is to a unicorn, and requires a great deal more concentration.

Uncommon/Difficult Spells

- **Starlight Ray:** A beam of powerful, concentrated arcane energy typically fired from the hooves or tail. Takes a great deal of energy to use, but typically fatal if landed upon an opponent with no magical protections.
- **Starlight Whip:** Forms a whip entirely out of the energy of the stars themselves. Extremely difficult to maintain, even for experienced sorcerers, but very powerful.
- **Clone/Conjure Clone:** Creates a mirror image of the caster or, for more advanced sorcerers, a clone of another. The clone will only exist as long as the caster can maintain it – usually not long.
- **Counterspell:** If cast at the right time, summons a magical barrier that deflects and negates a spell's effect. Does not work against higher-level spells, such as the alicorns'.
- **Starlight Orb:** A ball of pure starlight energy. Powerful, but difficult to aim, and unlikely to leave a Dracony with much excess energy.
- **Warp:** Short-range teleportation.
- **Copy Spell:** If cast at the right time, summons a magical barrier that absorbs a spell aimed at the Dracony caster, and copies it for the Dracony's use.

Extremely Difficult Spells

- **Starlight Rain:** Call upon the might of the stars to rain down pure celestial might upon opponents. Takes an immense amount of energy to cast.

- **Starfire:** Typically through exerting all of one's remaining energy, unleash an explosion of celestial energy that disintegrates whatever it touches, so long as it has not protected itself sufficiently. This will often kill the caster. This spell was meant to be locked away and made forbidden.
- **Starlight Rage:** A caster wreathes themselves in celestial light, imbuing themselves with temporarily increased strength and durability. This spell rarely lasts longer than five to ten seconds.
- **Beam of Dragons:** A spell that is virtually impossible to cast due to Draconies' weaker modern forms. In days of old, this spell formed a beam that was capable of piercing even the hide of the most well-armoured dragon – but it is forgotten, and certainly beyond forbidden.
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Forbidden Spells

- **Sanctity of Mortality:** A spell that sacrifices a certain number of years from the Dracony's lifespan (depending upon the whim of its caster) in order to deal massive damage to an enemy or group of enemies. This spell is explicitly forbidden.
- **Mind Bend:** Gives the caster the ability to physically meld and twist an opponent's mind to their will, or simply glean information from it. This spell is nigh impossible for a Dracony, though an alicorn or perhaps even a unicorn could certainly master it.
- **Conjuration of Ancestors:** In theory, this spell would grant the user a temporary(?) transformation into the ancient form of the Draconies, more heavily resembling dragons and much more in-tune with the arcane. Not once has this spell been used – nor is it complete.
- **Call of Dragons:** Another theoretical spell that would harness the same energy that the Bloodstone Sceptre holds over the dragons, allowing its caster to become the Dragon Lord. Purely theoretical, requires far too much energy than a Dracony could provide.
- **Atonement:** A more powerful version of **Sanctity of Mortality**, this spell effectively uses every ounce of arcane energy stored within a Dracony to create an enormous explosion, one that takes the caster's body with it.

Enhanced Awareness

- Draconies are naturally much more attuned with their senses than ponies - most of them, anyway.
- Sense of sight and hearing are quite a bit better than ponies, including being able to see in the dark most of the time.
- Draconies have a state of being that can be attained known as "Enhanced Awareness".
- This is only attainable through strict physical training and is usually only activated when the body is under immense duress.
- Enhanced Awareness grants a temporary boost to a Dracony's speed and reflexes, allowing them to become more agile and quicker at dodging. As a downside,

however, they are typically much weaker in their own attacks, so this is purely a last resort for Draconies who are in extreme danger.

Princess Sapphire Sunrise

The current Empress of Bellephron and the only known descendant of the old royal family, which was unseated from power centuries ago. Sapphire Sunrise was named primarily for her colouration - her fur is a gentle sky blue colour, and her mane is a much deeper, shimmering blue, matching that of a sapphire. Her hooves, eyes and wings all match this colour, and her mane has a few lighter blue streaks running through it as well. Unlike normal Draconies, she has long horns jutting out of her head, which are black and blue in colour.

The 'Sunrise' portion of her name was given to her thanks to her royal bloodline. It is meant to embody the hope that she imbues within all Draconies, her existence a ray of sunshine lighting up the Draconies' lives when she came to lead them. Her abilities with magic extend further than what most Draconies can do, and unlike unicorn magic, she is able to affect other Draconies with her spells. She is a kind ruler, and it would be difficult to find a subject of hers who truly dislikes her. She has been working non-stop to restore Bellephron to what it used to be.

Lazuli Cutter (A.K.A Dusk Rider)

An ex-assassin Dracony who was once one of the most wanted mares in Equestria. Following the arrest and presumed death of her parents and younger brother, she fled into the heartland of Equestria where she was forced into a life of crime. Her brief time attempting to fit in with the Royal Guard gave her impressive combat skills, ones that she kept with her even after she deserted the Guard. Eventually these skills paid off in her 'career', making a name for herself as a contract killer, assassinating whoever she was paid to.

After she was captured by the Guard and faced execution, she convinced the Guard to spare her. She was sent to kill Tempest Diadem, the unicorn who had been put in charge of Bellephron as its Duke, and was the primary reason the Draconies were suffering. Now, with the rise of conflict in Equestria and Sombra's influence on ponies, she simply can't sit idly by - with her new best friend Tempest Shadow, she works as a covert vigilante.

She is not overly liked by the Draconies of Bellephron, who believe she set an extremely negative view of the Draconies to the rest of Equestria.

The Western Thestrals

Overview

The thestrals of the far Equestrian west are a species that are not well known, yet also quite common in Luna's sect of the royal guard. They are a race with minimal technology, but access to resources like the Soundless Shallows is a boon. Prior to the Draconies' subjugation, the two races lived in relative harmony, though they rarely interacted.

Culture

The thestrals as a whole are a reclusive species, and one couldn't blame them for it. They primarily live in the darker regions of the 'undiscovered' west, building their towns in the area known as the Venomous Woods. The name of this location is believed to simply be a deterrent to those who would wish to venture deeper, as the thestrals prefer privacy. While they do not have a capital, nor do they have a ruler, each town has its own leader. The thestrals are primarily nocturnal, and rarely go out (at least beyond the forest) during the day. The thestrals primarily worship Princess Luna - worship is a loose term, she simply is a being they very highly respect, and many of them go to join her offshoot of the Royal Guard to serve under her. Besides this, they do not have much of a formal belief system, though their traditional religion centers around the moon and the night.

Careers/Work

Unlike the Draconies, the Thestrals are not capable of sustaining themselves on the land they inhabit alone. While they are primarily carnivorous, and can hunt and keep livestock for food, they require water as well - for these purposes, they share the Soundless Shallows with the Draconies. It is an agreement that does not overly affect either group, since both of them simply believe that it is to no negative effect for either one.

Traditional Thestral work is divided into two parts. One is the hunters and huntresses, who go out into the woods to catch food. The other is domestic work, involving the maintenance of homes, cooking, childcare, medicine and other such things.

Elrosans

It is commonly believed by Equestrians that all ponies moved from the frozen lands in the north to Equestria. Many ponies, however, stayed behind, in a land that would later be called Elrosa. Elrosa is located across the frozen north.

Culture

Elrosa is a lawless land, aside from their capital city of Crona. 70% of the land is unpopulated, leaving vast swathes of forest and ice, or to the further south, desert. This makes it extremely hard for their princess to enforce anything.

Princess Salvosia

Salvosia is slightly shorter than Celestia, and approximately equal to Cadence or Luna. She is not as slim, however, built with a bit more muscle on her form. Her fur is a light brown like the earth, and her mane is a half-half mixture of darker brown and green. She wears it in a ponytail for fashion and practicality, as it is quite long and does not flow like Celestia or Luna's. She's slim, for the most part, with battle scars dotting her body, including a quite noticeable one on her left cheek, sweeping diagonally to the base of her left eye. Her regal garb consists of armour crafted from the bones of the dragon she slew long ago, including her crown, a full upper dragon skull adorned with scales.

Salvosia, as her name implies, is focused entirely on survival. She wants to unite the ponies (and half-ponies) of Elrosa into one nation, but she simply doesn't have the power to do so. She does not particularly like Equestria, as they essentially abandoned her and her ponies to the wild land of Elrosa - but she welcomes all ponies with open hooves, even if she's very slow to trust.

Currently the princess and ruler of Elrosa. The land is populated by primarily earth ponies and unicorns, as well as a cornucopia of 'forgotten' pony hybrids like lamias. When Salvosia was a younger unicorn, she grew quite adept at magic - to the point that she slew a dragon, or at least, struck the final blow against it with the help of her town. Elrosa is in disrepair and vastly unpopulated, with only pockets of civilization dotting the country. Salvosia was the one to take back the country's "capital" from monsters and bandits, leading the charge and instating herself as princess. As the crown was placed upon her head, she ascended to alicornhood.

Assorted/Dangerous Characters

Ayize

Ayize was born in a town that nopony knew, in a land that nopony in Equestria cared about. At some undisclosed time of her foalhood her town was destroyed, raided by bandits. Almost everyone in the town was killed, but Ayize got away with simply losing a foreleg - all before her 7th birthday.

She was found wandering aimlessly in Equestria, starving and dehydrated. Taken into an orphanage, she was shunned by her fellow orphans and mistreated to a degree by the staff. Her demeanor was nearly mute, she never spoke to anyone and she only did what she was told if it benefitted her.

She never got adopted. Ayize was eventually pushed out of the orphanage when she turned 18, for they could no longer take care of her. With no marketable skills to speak of and a prosthetic leg that barely functioned, it wasn't difficult for her to turn to a life of crime. Her fascination with robotics and cybernetics came from her brief stint working at a hospital as an assistant nurse, where she had watched a doctor testing out various new prosthetics. Of course, she never had the bits to get one for herself...

The bad got worse, her mind deteriorated even further as she struggled to survive in the deep South of Equestria, completely unable to properly feed and shelter herself. Ponies were not overly friendly to her, and she did herself no favours with her own attitude. Eventually, she stumbled upon the laboratory of a mare obsessed with cybernetics, which she was already interested in. She used the lab to fix herself, equipped with a new prosthesis that was *painful* to install but oh-so worth it in her mind.

Magic

Magic exists in all living creatures in one way or another. Some species are more attuned and in greater control of it than others, however every creature has it.

Earth Ponies

- One of the weaker forms of magic.
- Naturally much stronger, physically.
- Their strength is bolstered by magic, which is why beings like Tirek are able to steal it.

Pegasi

- Magic allows them to fly, explaining how and why their wings are so proportionately small.
- Hollow bones
- Bodies are covered by a sort of 'barrier' to allow them to stand on and manipulate clouds.
- Most special aerial tricks that involve lights and extremely high speeds would not be possible without natural magical protection.

Unicorns

- Obviously, the most attuned to magic.
- Horns are a protective layer of keratin covering a long crystal-like outcropping jutting out of the unicorn's head
- The crystal is the source of a unicorn's power. If broken, it will not function properly (much like Tempest Shadow)
- If the protective layer of keratin is removed carefully, it makes the unicorn much more powerful and their magic more concentrated, but also far more vulnerable.

Alicorns

- Possess all of the magical traits of all equine species. The hardiness of an Earth pony, the flight of a Pegasus, and of course the magic of a unicorn.
- Far more powerful than any one of the three races, and with much stronger unicorn magic.
- Energy usually considered 'divine'.

Zebras

- Zebras do not have horns or other things to concentrate their magic, although they do possess it.
- Instead, they rely on potions, hexes, and other manipulations of the common uses of 'magic' in order to concentrate their own abilities.
- Typically very proficient with herbal remedies, poisons, hexes and other unorthodox magic.

Draconies

- Possess inherent magical abilities, which can be concentrated to any point in their body
- Very few Draconies can actually use magic, and only to a small extent.
- Heavily resistant/immune to magic, except for that of other Draconies.

Weapons

Weaponry in Equestria is a confusing topic, primarily because of the use of magical materials and the arcane in general. Many ballistic weapons are easily deflected by magically bolstered armour.

Ponies

- Typically utilize magic for most of their weaponry. These can range from magical explosives to proper firearms, but typically the Royal Guard will use a mix between older weapons and new-age technology. Crossbows are a favourite, imbued with magic to pierce through armour or have different effects on their targets.
- Melee weapons are mostly used by unicorns, and are typically blades.
- Old-style ponies, like Celestia and Luna, will often still engage in battles with only swords. Alicorns like themselves can get away with it, of course, but it generally won't work out well for a normal pony.

Zebras

- With less magic to utilize, and no levitation for their weapons, zebras use special equine-tailored guns. Many of them prefer firearms over magic weapons like crossbows, and make bullets and projectiles out of materials that can pierce through magically enhanced armour.
- Also have a fondness for explosives and poison, but have yet to utilize it in proper warfare...so far.
- They specialize in using guns, primarily because they were the ones who first discovered/created gunpowder and weaponized it.

Draconies

- Significantly less advanced than ponies, thanks to their oppression for years, but still far more competent in battle than the average pony. Draconies are very flexible and agile, leading to the majority of them utilizing melee weapons attached to their tails, or working as long-distance snipers. Their immunity to magic (and therefore to magical scanning devices) in conjunction with their cold-blooded bodies makes them ideal for stealth, as well.
- Not suited for head-on combat due to their poor stamina and lack of proper military training, which makes it easy to systematically tire them out and eliminate them, especially with long range weaponry.

- Generally non-combative. Will only fight if necessary, and only if they feel it would fix whatever issue they are having.

The Royal Lunar Guard

Luna, who has much more time on her hooves than her sister Celestia, is in charge of her own offshoot of the Royal Equestrian Guard. The Lunar Guard is designed to be much more covert, acting as more of a special operations division than an army or police force. They are specially trained to deal with more powerful or skilled threats, but of course are restricted by their own physical limitations. Many of the Lunar Guard are thestrals, but quite a few are normal ponies as well - as of late, in fact, there have been a few Dracony inductees.