**!!Please note that this section is currently under development!! Not Official as of yet, or is it?**

# -A Horse's Tale: World: Regions, Locations, and Settlements -

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World: Hestheimr (Planet of The Horses)

Hestheimr is a world where horses have always been able to run wild and free. They mostly all live in undisturbed peace but opposite factions cause the earth to trample with friction and war.

Equestria is the largest continent of Hestheimr, a world where horses have always been able to run wild and free. Most tribes live and peace while others have been and actively wage war against others, trampling them with brute force and friction. **Horseshoe Island** exists within the world of Spira as it secretly serves as a gateway to all equines to travel back and forth as they wish. The portal is currently closed as the world of Hestheimr is under development as its own separate place from the world of Spira. Once the world is ready, travelers of all kinds can choose to visit the world Hestheimr as they wander through the main overworld of Equestria, being careful and alert for any signs of danger, rogue factions namely.

HorseShoe Island/Summit:

Magical glistening stalagmite stavern, (stable, cave, and tavern which secretly serves as a portal and conduit to the land of Equestria, one of my ideas, where many magical mares and spriteful steeds roam wild, untamed, and free from any care but their own wellbeing and coexistence, it is strictly neutral territory but if foolishly provoked… be prepared for a trampling fiery fury unlike anything you’ve ever seen before and could ever possible image. So, in short, stay on course and don’t mess with the horse and don’t dabble in by disturbing the balance between good, evil, and all that exists in between, much like light, dark, twilight, order, stasis, and chaos. Be mindful but tread carefully while acting wisely and remaining smart. Don’t be stupid.

Mainland: Equestria (overworld), Hestheimr

* Celestial Bodies and or Constellations:
* Currency(ies)/Economical Structures:
* List of All Regions:
* Political Structures:
* Races:
* Spoken and Written Languages and Dialects:
* Suns and Moons:
* Horseshoe Island

Regions:

* Named Region (Northern Region)
* Climate, Seasons, Terrain, and Weather:
* Cities, Roads, and Settlements (Including Inhabitants and or Citizens and or Domesticated Animals):
* Creatures, Beasts, and Enemies (including wolves)
* Ecosystems, Flora, Fauna, and or Marine Life:
* Known Armies, Clans, and or Groups (Including Total Number of Active Members and Regional Commanders):
* Known Locations and Hidden Locations (such as Caves and or Mines):
* Points of Interest:
* Topographical Features (such as Coasts, Coral Reefs, Coves, Craters, Fjords and Valleys, Mountain Ranges, Rivers and or Oceans, and or Rookeries):

South

East

West

Centre

North

Islands:

Points of Interest:

Main Settings:

Hestheimr (World)

Equestria (Mainland)

Locations:

Sample Camp

Points of Interest:

Settlements:

loki storyline