

History of Tick Tock

Nestled where the lofty heights of the Aerie Peaks slope towards the gentle, rolling hills of the Serenade Hills rests the unassuming kingdom of Tick Tock. Magnificent ramparts of hewn marble surround the industrial city in a protective embrace that shields all but the tallest smoke stacks from the viscous outer world. These fortifications are backed by the strength of some of the most respected mercenary groups, along with a tradition of every citizen ready to take up rifles in the name of their elected Queen within a half hour's notice.

Greatness has been thrust upon Tick Tock within the past half-century, much to the astonishment and delight of the citizenry. Originally, in contrast to the vast holdings of the kingdom in its present day form, it was a tiny township of a half-dozen clock-maker ponies and their families that had settled in those calm grasslands. Diamond Dogs were just freshly clawing forth from their subterranean world in search of new trade and needed a better method of keeping track of the other side's time schedule than the employment of runners who would tear through their underground towns shouting the sun's position every few hours.

By the score, the pony invention of clocks were snatched up by the various Diamond Dog Houses, intent on modernizing and seeing these elaborate, claw-held devices as the means to schedule. Tick Tock found itself providing for thousands of clients within months; a call went out to the four corners of Equestria to draw in more help with workers to work the metal forges, farmers to provide cheaper non-imported food and techno-magic engineers to create better, more accurate time pieces.

Within a decade the simple town had become a bustling hub of industry. Sooty smoke swirled amongst the skies above the growing city and the roads were rife with creatures of all races dragging carts filled to the brim with supplies and products into the simple wooden gates that marked the entryway to the Serenade Hills. Peace reigned under the gentle guidance of the Oligarchy of Fathers – a band of six stallions that had been direct descendants of the original families to settle here. Wealth was abound, along with astonishing technology that seemingly embraced the combination of magic and geared machinery run by steam.

Naturally, an atmosphere as free as the one fostered by the idealistic nation of Tick Tock drew those who would prey on the citizenry. Bandits struck the trade routes with frightening regularity, only to vanish back into the nearby forest of the Emerald Woods where the few standing troops could not reach them.

A great cry amongst the people and merchants alike reached the ears of the Oligarchy. Their hearts went out, but they could never quell the violence with their limited means. It was from this they made a rather fateful decision that would set them on the path to a new destiny.

