

Locations

- [Big MT](#)
- [Brainless Pony Village](#)
- [Hemisphere Raider Camp](#)
- [Roboslaver Camp](#)

Big MT

- A place of unknown location that holds high grade technology
- Deals in superior brain tech
- Some trade routes, not frequent
- Sometimes experiments escape into the surrounding area
- No direct communication

Brainless Pony Village

A surprisingly well-defended and successful self-sufficient community, the Brainless Village is a gathering of [ponies](#) that have all had their brains removed. This settlement is made up of a number of repaired pre-war houses and one large warehouse with metal reinforcements. Signage in the village has only imagery and no words, since nopony has a brain to read them anyway. Despite there being no brains in the village, aside from one or two Roboponies, the settlement is well organized and capable of fending off attack.

Brains extracted from the populace are often traded to other settlements for goods and services, or fed to any neurovorish creatures staying at the settlement.

Warehouse

The warehouse at one corner of the settlement is very significant to the villagers. It houses not only their Auto-Doc but is also lined with huge tanks that hold every brain extracted from the residents. The Auto-Doc is almost fully automated, requiring only a subject to stand inside it and an operator to press a button and it will extract the subject's brain and send it on its way into a tank. Optionally, the Auto-Doc may also deposit the brain into a jar for trade or decoration.

Access to the warehouse is protected by a small Robopony security force guarding a heavy metal mag-lock door controlled by a keypad. Roboponies assigned to the warehouse are capable of scanning brains for surface-level intent and are equipped with beam weaponry.

Hemisphere Raider Camp

Housing the Lefty and Righty raiding parties, collectively known as the [Hemisphere Raiders](#), this camp is a defensible and well-established base of operations for the majority of raiding activities in the immediate area surrounding Stable 83. While the groups disagree with each other, they have been known to coordinate to tackle larger scores and tougher opposition to their rule.

Roboslaver Camp

A former Robronco Robotics Factory turned slaver camp, home of the Roboslavers. The factory had already been fitted with automated defense turrets and patrols of bots before the war, and these defenses have only been bolstered by fencing and barricades to form chokepoints and prevent escape from the camp.

Primarily producing Roboponies for the war effort, the facilities in the factory were almost entirely automated by the end of the war to improve yield and production. Production continued even after the Great War for a time, until stocks of critical components eventually ran dry. With bots patrolling and a still active security system, the factory was well-protected from scavengers. That is, until an opportunistic group of ponies managed to hack into the security system and turn it to their side. Using the stock of metals and robotic components, these ponies reinforced the factory, creating a fenced area around the facility as well as holding cells for captured ponies.