

Gilda:

My story begins in my original home, Talos. I live with my sister and see my soon-to-be mate every day. My sister is having her flying lessons. One day, our parents haven't returned yet, and so a griffon who hates my sister particularly is her flying partner. He makes it hard on her, and she falls out of the sky, her wings breaking. The kingdom sees this as a weakness, so they try to kill her, but she and I escape with my future mate to Asgard.

Years later, I begin to have nightmares. Every night without fail, I have another, and it hurts my performance. One day, I am fighting a battle between a group of griffon spies found in our flock, and a nightmare hits me when I am in the fray. I am nearly killed, but I survive and take a leave to investigate the nightmares.

In Ponyville, I arrive as the explosion of the backfiring elements kills Rainbow Dash and her friends. I pick up the pendant, mock Scootaloo, and then put it on. The element glows, and so do the shards of the others, as the residual spell is still left in the elements. Realising this, I seal Discord (although it is weak) and then gloat in front of Scootaloo before leaving to follow the element's trail to the Tree of Harmony.

I receive my quest and go to the Mild West, in the tribe where Dak lives. I immediately dissolve into their lying ways, all the while trying to find honesty but failing miserably. I finally realise that I need to be honest in order to find honesty, and so I learn how to be honest. The element reassembles and leads me to Dak, who I befriend, and eventually give the element to. It does nothing, and he is mocked for wearing "girly jewellery." He then despises me for what he says was "just one big lie." When I find out that he's keeping a terrible secret, I nudge him toward the right path, without telling him myself, and then he realises his element, apologises, and we leave for Equestria.

We then set off toward Zebrica with a treasury pass by Celestia. Instead of going through Eternity's Crossing, we travel by ship through Bad Wolf Bay, and then enter the Tapirus Republic, hoping to use the treasury pass to get a ship to Zebrica. However, the Republic doesn't believe in the trustworthiness of monarchies, and so we end up working for our way into Zebrica.

On the way to Zebrica, a storm blows in and we are shipwrecked in Reno. (Reno mini-arc, described with Dak)

We then make the trek into Zebrica, where we enter Sera's tribe. I haven't learned my lesson yet, and quickly adapt to their cruel ways, despite Dak's pleadings. Eventually, I see the error of my ways and turn over a new leaf, before finding Sera. She takes the element, and although nothing happens, she still loves it. We come up with a plan, and make Sera hate me. Dak puts me in a life or death situation, and Sera saves me, realising her element. We begin to make our way back to Equestria, when we find Salamat's Voice and use it to get back before returning it to the Tapirus Republic with another wish.

We then go into the mountains between Equestria and Qǐzhòn'Xian and make our way through a pass, which suddenly takes a detour. Instead of having to take the extra time to go through it, we instead go straight, and find a trading village which is in despair. I reluctantly agree to my friends' persuasion and we help them rebuild the pass.

We leave them and go into a trading city at the end of the pass, finding out that there are no trains and that boats are much faster than walking (the terrain is rough). So we take a speedy boat, and the winds are favourable, which we attribute to Salamat (who ends up being Discord). However, a storm blows us off course into Neighpon (Neighpon Mini-arc described with Sera).

From Neighpon, we sail to Xiǎng (want). Since we have the treasury pass, it's easy for me to be generous, and so I don't really learn anything... Until I lose the pass. It reveals that I haven't learned anything, so I have to learn to be generous despite our tight finances. When I do, we're able to find Kang. He accepts the pendant. We plunge the town into poverty, save for Kang, and then we find out that he never wears the pendant. We have to steal the pendant while convincing him to give up his possessions, and we get the pendant on just in time.

Kang travels with us back to Equestria and then we find out we have to go to Pingwin. We hesitate when we find out that we have to move through the Wastelands (part of which is the Frozen Wastelands), but push forward anyway. We find our way into the caverns of the Forbidden City, but we manage to escape while Scootaloo is attacking us. We get to a river outpost, where we are attacked by assassins and get a map that guides us through the Wastelands, and then we realise that it was a fake.

We survive the Wastelands and get to the ocean, where we take a ship to the Soviet Bear Union. We rid it of the corrupt government and then sail to Pingwin, with warm clothing sewn by Dak. In Pingwin, despite my tries to be happy, the situation is so depressing that I can't help being depressed also. But I learn to be joyful no matter what and we are guided to Smee, who refuses to wear the necklace because penguins are not to wear jewelry other than their magic gem. We get the necklace on him as he saves a member of the tribe from suicide.

The penguins combine their magic to send us back to Equestria. We find out that we have to go to Cervidas, and also that we need to hurry because the mane 6 are almost completely faded, so we chance it across Eternity's crossing. A storm blows us into Camelu. (Camelu mini-arc) In Cervidas, I think that because the Element is magic, magic will guide me.

This doesn't work out at all, but eventually I figure out what it really was after all: Friendship. I realise that Friendship is the true magic of the Elements, and so I begin to befriend the tribe, and we are led to Vyn. We give her the pendant, and wait for something to happen. At this point, the deer in her herd have gotten tired of her constant attempts at friendship, and so a charge is led against her.

However, she manages to befriend the leader and they all realise their mistake. She realises her element, and then we sail back to Equestria without any problems. We go to the Tree one last time and Twilight gives us the spell we need to use. She tries to say that I am missing something, but the vision ends abruptly and I don't understand it.

We cast the spell on the statue of Discord, but nothing happens. At that moment, Scootaloo attacks and the chaos that ensues is enough to finally break Discord free. He splits us up. I return to my home, where I find out that I have a choice, because I stayed away so long without notice: I can stay and never leave, or leave and never come back. I realise that the reason the spell didn't work was that I had never realised my element, and that now I need to be loyal to the world.

I choose to leave, and they strike a fatal blow to Sivvy. I quickly take her from their clutches and try to fly to a healer, but Scootaloo attacks me on the way. I discover my power over lightning, and I try to convince her to stop. This causes her to change the direction of her hate to all the new Elements, including me, and so I reluctantly kill her. Sivvy, however, is dead.

The realisation of my element opens up a kind of connection to the other Elements that allows me to find them, and I locate them one by one, helping them get back to their former self. They return to Discord and activate the spell. The rainbow of the magic is accentuated by each of our powers, and we seal him in the Dark Realm, restoring order to the world.

Dak:

My story begins in my home tribe, Xusayn (Somali for untruth). It's a tribe of dishonesty and distrust because of the Spirits of Dishonesty that have overtaken their hearts, although I don't know that yet. [NOTE: Have to flesh out the Spirits idea, add meat to the skeleton.] I'm the only truly honest buffalo in the tribe, and as such I'm trusted by most. I'm wary when Gilda comes, and she doesn't resonate as someone to be trusted, but I bear with her and introduce her to the tribe.

I am surprised when she turns a new leaf and begins to be truthful, and I watch her from the shadows, until one day she approaches me about some "Element of Honesty". I take it and put it on, but nothing happens, and she is flustered. I decide to keep wearing it and see if something will happen, but when I go through the tribe, I am mocked for wearing "girly jewellery". I think that Gilda has just been setting up one big lie to humiliate me, but I decide to secretly keep the pendant, because I like it.

One of my best friends approaches me and asks me to keep a secret: She's planning to kill her father and take control of the tribe for herself, because she believes she can do better than he can. She pleads with me, saying that I'm a reasonable person and that she trusts me, and I don't want to betray her trust. Other buffalo in the tribe begin to ask me if I know anything about

certain suspicious happenings that I realise are part of my friend's plan, but I lie about what's really happening and they all believe me.

Gilda finds this out and she tries to get me to tell the truth, trying to convince me that she wasn't trying to get me mocked. I shove her off, but eventually her words get to me, and I finally tell the truth, just before my friend's plans to kill the tribe leader would have taken place. I had felt the urge to wear the pendant, and it glows and a burst of orange light envelops the tribe, dispelling the dishonesty that has clouded their minds. They realise what was wrong, and begin to rebuild trust and honesty in the tribe, while I go with Gilda back to Equestria.

We want to take a train to a ship port, but we don't have any money. Gilda suggests going to Celestia and telling her about our quest, and we do so. She gives us a treasury pass, trusting the bearers of Honesty and Loyalty to be, of course, honest and loyal about it. Gilda plans to abuse it, but I convince her not to. We take the train, and then the boat across Bad Wolf Bay. We are to take another boat to Zebrica, but we are blown off course into the Tapirus Republic.

They do not accept the treasury pass, and I convince Gilda to work for the money we need. We do various jobs for the townsfolk and accumulate the money, while also hearing about Salamat's Voice, which I find interesting, but Gilda dismisses. We leave for Zebrica, but another storm blows us into Reno, where we shipwreck.

We enter the capital, and when we don't bow to the statue of the Great Rhino, we are taken to the Magnanimous (not) Spokesrhino. We end up debunking the Spokesrhino's lies about the Great Rhino and they are about to kill him. However, despite the expansive vocabulary of the rhinos, they are easily fooled, and the Spokesrhino convinces them that we want to rule.

We are about to be executed, but on instinct, I evoke my power of creativity, and tendrils reach out and stop the axes. I take the chance to explain the situation to the rhinos before the scare wears off, and I succeed, dispelling the cloud that the Spokesrhino has placed on their minds.

We leave for Zebrica, and when we are there, Gilda quickly adapts to Sera's tribe's cruel ways. I try to convince her to be kind, reminding her of what had to happen last time, and I finally snap her out of it. I come up with a plan to put Gilda into a life or death situation in order for Sera to overcome her hate for gryphons and save Gilda.

We make our way back to Equestria, but we realise that it will take quite a long time, but we know there's no other choice, until we find Salamat's Voice. Gilda and I don't believe it works, but Sera convinces her to try. It fails, and we all go to sleep. I am awoken by Salamat appearing, and I think that I'm going to have to convince her to return Salamat's Voice to the Tapirus Republic, but she's learned and she wishes that it be returned.

We travel to Qǐzhòn'Xian, passing through a trading village in despair [described with Sera]. After helping them, we take a ship to Xiǎng, but are thrown off course to Neighpon [described

with Sera]. We make our way to Xiǎng, and Gilda thinks that she can use the treasury pass as a way to be “generous”. I along with Sera try to convince her that that’s not the way, and since that doesn’t work, we make it look like she lost the pass, keeping it from her, so she learns to be generous.

We find Kang, and give him the pendant. He says he’ll wear it, but we find out that he doesn’t and wants to wear the other things he has. So we come up with a plan that will topple the town’s economy like dominos but keep Kang unscathed, and then we convince Kang to give his money away while Gilda steals the pendant and puts it on him.

We return to Equestria, and then make our way into the Wastelands. However, we are, unbeknownst to us, redirected into the Forbidden City, where Gilda wants to explore the tunnels. We are trapped by Scootaloo and attacked, but I hone my powers of creativity to help Sera, Gilda, and Kang defeat her. She escapes, but we are injured and in trouble. We rough it through the Wastelands, having to eat meat as we make our way to a river outpost.

From there, we are taken care of and then given a map to traverse the Frozen Wastes. We fend off assassins and then leave, but we eventually figure out that the map was wrong, and a fake, and that we are utterly lost. So we rough it west and try and find a sea outpost. We find one and make our way to the Soviet Bear Union [described with Kang]. We take a ship made for the ice to Pingwin, with warm clothes sewn by me.

In Pingwin, we are quickly depressed by the situation there [described with Smee]. Kang and Sera lighten us up enough for us to realise that we had fallen into the trap of depression. We quickly learn to laugh no matter what, and find Smee. He refuses to accept the necklace, as penguins are highly against wearing jewellery other than the gem they use for magic.

We try to come up with a plan for helping him realise his element, and then I figure out that we didn’t need to force it, and it would happen on its own once the element assembled. So we wait, and watch Smee carefully. Kang hears that the most depressed member of the waddle has decided to commit suicide, and so we get Smee to go and save him, following him and then thrusting the pendant onto him as he realises his element and saves the penguin.

The penguins combine their magic to transport us back to Equestria, after we figure out that the Element can double as Smee’s magic gem and protect him from the hostile temperatures of the rest of the world. From here we take a chance and sail across Eternity’s Crossing, but the farthest swirls of Abaddon’s fury catch us and throw us into Camelu. [Described by Smee]. We go through the Emberbrace Mountains into Cervidas and we go to Vyn’s herd.

We all figure out that friendship and the magic of the Element of Magic are one and the same, and so befriend the herd and find Vyn. Vyn accepts the element with no objections, believing what we say, and she waits for the trial. It still hits her hard, but we help her get through it and

realise her element. We trek through Cervidas and take a ship back to Equestria, avoiding any whirlpools and getting there with little trouble.

We go to the Tree of Harmony and instead of just Gilda receiving a vision, we all do. Twilight tells me of the spell and my predecessor, Applejack, gives me what I need to know for my part in it. We go to Discord's statue and activate the spell, but it fails. Scootaloo attacks us, and we fend her off, but the resulting chaos breaks Discord free. He turns me by revealing to me how sometimes the members of the group would share a laugh behind my back about how timid and not masculine I am. He doesn't tell me, however, how they had eventually stopped because they realised that it was wrong, and so I abandon them, as do the others.

But Gilda finds me, and she reminds me about the honesty that I had strayed from. I angrily reprimand her about how they had talked behind my back. She is surprised and tells me that they stopped a long time ago, realising that it was wrong. I figure out the trickery that Discord had tried on me, and my element glows, returning me to my original state. We go to find the others, and then we defeat Discord with the spell, my creativity weaving into it. Discord is sealed and the Mane 6 are brought back.

Sera:

My story begins in my tribe, Isihluku. It's a tribe of cruelty and unkindness because of the Spirits of Cruelty that have taken hold in the hearts of the zebras. [Still have to flesh out this idea!] I have a terrible hate for gryphons thanks to an instance in which a particularly cruel act by one resulted in the death of my sister.

When Gilda and Dak enter the village, I stay away from Gilda because of my dislike of gryphons, and that decision is punctuated by her immediate cruelty. I am surprised when she begins to turn over a new leaf, but I continue to avoid her. I am eventually given the Element of Kindness by Dak, which I gladly wear even though I don't even know what it means.

I stumble upon Gilda in a clearing, surrounded by fire with a crippled wing. I overcome my hate for gryphons, brave the flames, since zebras are naturally resistant to flame, and I put the flames out as I go, opening a path for the two of us to get away. I realise my element and go with Dak and Gilda back to Equestria. When we find Salamat's Voice, I am confused by what it is, but Dak and Gilda explain what it was supposed to be. I have a feeling in my gut that it's real, and try to convince them of that, but the bell still fails.

Disheartened, I go to sleep, but we are woken up by the bell activating. We are taken to Equestria, the bell is returned, and we make our way to Qǐzhòn'Xian. On the way through the mountains, I notice that the path seems to randomly veer to the side. Gilda follows it and finds out that it takes an unnecessary detour where a straight path would be much faster. So we cut through the terrain and find a trading post in disrepair, lamenting the loss of the connection of their trading pass, which suddenly disappeared one day.

I convince the others to help them, and we all start playing our part. Dak starts overseeing the repairs of the path, guiding them, while Gilda helps bring supplies and do the labour. I can't find my place, until when a llama is having trouble bringing material to the right place, instinct strikes and vines grown up from the ground, picking up the material and moving it. Understanding my new part, I begin to use vines to help with the moving and placing and even crushing of material, and with my help we quickly remake the path.

Finished with our serving, we leave the post and make our way through the mountains, stopping at another post. We ask them if they have any trains nearby and they tell us that there are no trains in Qǐzhòn'Xian. We take a boat instead, which would be faster than traversing the rough terrain, and a Storm redirects us to Neighpon.

We are startled in Neighpon by the rampant corruption and cruelty of the government. The ponies living there are in a desperate and disparate shape, their livelihoods and happiness being stolen. We resolve to stop this and make a march to the capital, where we call for an audience at court. But we are thrown in jail. In order to escape, Daacad uses creativity to tug at the bars while I imbue it with the great strength of plants. Gilda uses her blue fire to soften it, and we destroy the bars.

We barge into the court and confront the assembled government, laying out their actions before them and challenging them to reverse their corruption and replace their evil members. They make nothing of our plea, but I step up, and my words dispel their corruption and cause them to make a change. With the government successfully cleansed and Neighpon returning to normal, we make our way to Xiǎng.

Once there, Gilda tries to use the Treasury Pass as fake generosity, but we know that won't work, so failing convincing her, we steal the pass from her and make it look like she lost it. I am initially against it but I realise that it would be kinder to take it than let her keep it. With the loss of the pass, Gilda learns to be truly generous and we find Kang. We give him the pendant, but although he takes it, he forsakes it for his better jewellery.

We come up with a plan to bankrupt the town, but spare Kang. Gilda slips the Pass to one of the greediest members of the flock, while Dak and I come set up a distraction that will keep Kang's businesses closed while the member buys out the town. Gilda then steals the pass again, and without assurance of payment, the townspeople go completely bankrupt, save for Kang.

When Kang comes back, he is horrified, and I suggest that he could give away some of his money to fix the economy. Gilda sneaks into his home while we're talking to him and finds the pendant. Kang does the maths and realises that it'll cost him everything, but we convince him to follow his nature and Gilda snaps the pendant on him as he announces his gesture.

We all return to Equestria, from which we receive the next destination: Pingwin, high up in the Frozen North. Kang is initially adverse to the idea, but Dak tells us that he knows how to sew and that he'll make warm clothes for us as we traverse the Wastes. As we make our way, we are redirected into the Forbidden City where we are attacked by Scootaloo. I use my control over plants to help restrain her as we attack, and we survive, but we are injured.

We rough it across the Wastelands, having to eat meat on the way, and we make it to a river outpost, where we are taken care of. I ask for a map through the Wastelands, and we plan to use it to traverse the barren landscape, but we are attacked by assassins and the map is destroyed. We get another map, this one different, but I don't notice. We then leave, but after days of travelling and getting nowhere that looks like anywhere on the map, we realise that the map had led us astray.

We have to travel the Wastes blindly to the west, and we eventually find a sea outpost at the coast. We sail to the Soviet Bear Union. [Described by Kang]. We sail from the Bear Union to Pingwin. In Pingwin, Dak's clothes are thankfully thick enough to keep us warm. However, the flock is in a desolate state. The penguins are barely able to muster up the happiness to activate the northern lights, and the area is in a shabby condition.

Gilda had, on the way here, realised that she could have found us just by looking for the representative of the element in the towns she went to. We attempt to use this tactic to find Laughter, since we can't seem to be happy because of the depressing situation. However, unbeknownst to us, Laughter is also becoming depressed by the situation also, and thus we can't find him. With this problem beginning, we decide to try and make the best of it, and end up lightening up and starting to spread life back into the penguins.

We soon find Smee and nearly try and come up with a trial for Smee, when Dak realises that we didn't need to make the trials of our own accord. This revelation creates a fight between us, Gilda and Dak arguing with Kang and me over the crazy trials we were put through. As we fall out, the trial for Smee starts forming, but we don't notice. Eventually Kang finds out about the trial that Smee's going to go through, and we all make up, figuring out that technically, those trials that Gilda and Dak created were the trials we were destined to go through anyway.

That in mind, we follow Smee as he saves his fellow penguin from suicide, putting the Element around his neck. After saving the penguin, who accidentally fell as he repented. Having dispelled the spirits of depression from the flock, we ready ourselves to leave, and the penguins combine their magic for a spectacular display before bringing us back to Equestria. There, we discover that we need to go to Cervidas, in the herd of [Danish for Magic].

We take the risk of sailing across Eternity's Crossing, but by a stroke of bad luck, we are caught by one of the farthest reaches of Abaddon's Fury and thrown into Camelu [described by Smee]. Stopping the war, we travel through the Emberbrace Mountains and into Cervidas, finding [Danish for magic]. At first, we think that the Element of Magic is just that: Magic. But after

nothing happens, we slowly deduce that the Element of Magic means more: Friendship. With that, we find Vyn.

She barely survives her trial, but we keep her safe, and with her tribe's spirits successfully dispersed, we all leave to Equestria. We sail back without any problems, and we return to the Tree of Harmony. We all receive a vision this time. Twilight explains the spell to us and then I speak with my predecessor, Fluttershy, about my part in the spell. As we finish, we go to Discord's rapidly deteriorating statue and begin to perform the spell, but Scootaloo interrupts us with an attack.

We defeat her, but the resulting chaos breaks Discord free. Discord shows me a vision of my fellow Elements talking about their annoyance at my perkiness behind my back, but cuts it short before they realise that they're wrong. I run away, heartbroken, but Gilda returns to me [Daacad has gone to a rendezvous point] after a time (indeterminate as of yet) and we reconcile. I return to the rendezvous point and then we all perform the spell, defeating Discord and restoring the land.

Kang:

My story begins in the town of Xiǎng (Want). It's a town filled with greed and selfishness, where I'm the only one that doesn't hoard what I have. I love to give when people are in need, and so the town grows rich and abundant despite the desolate greed. But I was a rather shallow person all the same. I understood people's needs; I knew what to give, but for all that I was still not deep.

One day, Gilda, Dak, and Seraphim entered the town. I initially disliked them. I would overhear Gilda talking about how generous she was, but I knew she wasn't. She was just using some pass to give all the money she wanted. That wasn't Generosity. I started to despise her. But then she lost the pass, and she began to grow truly generous. I watched her grow in mere days. And then they approached me, with an interesting golden pendant with a purple gem inside. It was good, but there was better. I accepted the gift from them, but I didn't plan to wear it.

A couple of days later, the zebra and buffalo approached me again, asking for help in an area a ways away. Unbeknownst to me, as I am gone, the pass is acquired by the most greedy member of the town, who buys it entirely out and then loses it again. In a day, the entire economy of the town has collapsed, and only I am spared. I immediately begin to figure out how much I need to give to get the town back on its feet, and calculate that it'd take everything I had, all that I had saved up for the purposes of Generosity.

I hesitate, not wanting to give it all up. How would I give later? But Dak and Sera convince me that it was all for Generosity. This was Generosity too. I realise that they're right, and I make an announcement about my plans for giving back to the town. As I finish, Gilda snaps the pendant around my neck, and a pulse of purple light fills the town and dispels the Spirits of Greed [With note].

By the workings of Discord, I don't actually see this. I do see the change in the people, though. The others talk to me about joining them on a quest around the world to retrieve "Elements of Harmony" to save it. I find this far-fetched, but I am free from my obligation to the originally greedy town, and since I don't know what else to do, I come with them, interested. When we return to the Tree, I am skeptical about Gilda having some sort of "vision." I am not excited at the prospect of travelling through the Wastes to the north and Pingwin, but they ask me to at least come some of the way, but not so far that's it's trouble to come back.

I tell them I don't believe in their Elements, and don't see how simple gems will "save the world," but they seem to have faith that I'll "witness the power." I reluctantly follow. We are redirected to the ruins of the Forbidden City by Scootaloo, and she attacks us as we explore. I am surprised to find that they really do have powers, but don't believe that it's because of the Elements until I use a newfound power of wind by sheer luck. I am more open to the idea of the Elements actually holding something behind them. We successfully beat back Scootaloo, but we are all injured.

We have to rough it across the beginnings of the Wastelands, with no small amount of complaining from me, partially brought about by having to eat meat. We find a river outpost by a stroke of luck and rest and recuperate, buying a map to use to get through the Wastelands. Before we can go, we are attacked by assassins, who strangely don't make too much of an effort. The map is switched, unbeknownst to us. It looks the same as before. We travel, but we seem to move randomly around, and then we realise that the map is changing.

We stumble across the Wastelands, roughly toward the west. We reach the coast and trail south, finding a trading outpost. We sail from there to the Soviet Bear Union, where we, excluding Gilda, are horrified by the state of the citizens. There is rampant crime because of the poverty. The government is hoarding the money, leaving the country in desolation. Also, the country, despite being surrounded water, receives hardly any rain, because a magical mess-up a long time ago stopped the cycle of rain and wind from moving in.

I insist on helping the bears, and we take the trek through the country to get to the capital. We confront the corrupt governing bears, who, rather than throw us in jail like the Neighponese did, instead tell us that if we can fix their rain problem, then they will change their ways. We are stumped on how to solve it, staying at the coast to try and figure it out. That's when I discover my inherent control of the wind, and with a nudge on the pressure systems at our area (the others lend their magical power so I can do it), we start the wind moving there again.

We travel swiftly across the coastline, restoring the wind as we go, before returning to the capital city. The government unsurprisingly retracts their promise, but my Element activates and I melt their cold hearts, restoring generosity in them. They provide us with a ship, crew (*maybe*, if I want to bring some extra characters along), and food. We sail to Pingwin, protected from the cold with Dak's magically enhanced coats.

Random note: Penguins combine their power every night to form the northern lights. Gilda and riding lightning.

Another really important note: The journeys of the characters back to the rendezvous point will have purpose: the Spirits will return one last time to try and stop the Elements. Huzzah, hurrah.