

Introduction

Once upon a time in the magical land of Equestria... friendship and caring were cast off for greed, suspicion, war and bloodshed. Pony fought zebra and zebra fought pony. When their blades were too barbaric they made cannons. When cannons became too impractical, they crafted guns. When the guns became too lethal, they made armor. Rapid innovation took hold of a world not ready for it, until the Balefire came. And then, all at once, the world stopped. Over two and a half centuries, a wasteland formed. Life, too fickle to be denied, crept back into the world. But there would be none of the peace that held the world before the war. The Equestrian Wasteland was filled with hellish, twisted abominations of what had been. And even with all this, even with the world having ended all but entirely, the ponies weren't done with war or violence yet. One young mare from a stable, a place designed to save ponies from the apocalyptic devastation, would find that out all too harshly.

The Equestrian Wasteland has changed since Littlepip hit the scene. The presence of the sun has done much good for ponies everywhere, but has also made one already deathly landscape all the more destructive: the Marejave Desert. The area is a harsh, dry landscape made even more so by the sun, and is a battleground that most ponies would choose to avoid.

With all these conditions, one young stallion must ask himself: what in the world was he doing here? After waking up with a slew of bullets pulled out of him and a nasty case of amnesia, this pony ventures out into the unforgiving waste on a mission to find out who he was and to get a little revenge. But he won't have it easy. A war is brewing between two major factions, and there's little he can do to resist being sucked in with the rest of the desert. Can he survive on his quest of self-discovery? Will he obtain the answers he seeks, or will his past be best left forgotten? No name, no identity, and a single lead, he can only take one path: forward.