

My Little Pony: G5

SERIES BIBLE – 3rd draft a/o 6-14-21

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A show about how each of us can “find our sparkle” and make our mark on the world by growing our unique talents together.

BACKGROUND

The Feature Film

Sunny Starscout always dreamed of a world where everypony—no matter what pony kind—could be friends. But growing up in the Earth Pony seaside town of Maretime Bay, Sunny’s ideas about Pegasi and Unicorns were very different from those of the other Earth Ponies around her. They were scared of each other’s magical abilities, filled with fear and distrust after many years of separation. The stories of the friendship and magic of past that she’d been taught by her quirky and open-minded father, Argyle, were seen as nothing more than outlandish fairytales. But Sunny was determined to change everypony’s minds and open their hearts. Even though nopony wanted to listen, Sunny never gave up hope that she could make a difference and turn the tides of friendship in Equestria once again.

When Izzy Moonbow, the Unicorn, shows up in Maretime Bay, Sunny is finally face-to-face with her fate. After learning that the Unicorns actually have no magic at all, Sunny and Izzy set out on a quest to find it that takes them to the Pegasus city of Zephyr Heights. It is there that they meet the royal Pegasus sisters, Zipp and Pipp, and learn that magic is absent from their land as well. With the help of Princess Zipp, they figure out that the magic is connected to a special set of enchanted crystals and set out to find the crystals, bring them back together and restore magic to all of Equestria. When they succeed, Sunny’s dream is realized and everypony reunites in friendship once again.

SERIES OVERVIEW

Magic has finally returned to Equestria thanks to Sunny Starscout and her new friends! The Pegasi can fly and the Unicorns can use levitation again... and the Earth Ponies have activated their own special magic for the very first time in history. It’s a whole new world! Which is exhilarating... but well, also a little scary and strange. And now that Sunny is an Alicorn with powers, there’s a lot to figure out.

MLP:G5 will explore the rules of this growing magic while our Mane 5 get to know themselves on their own journeys of self-discovery. Living together for the first time, the ponies must navigate a new normal living in a society that has recently undergone a massive, life-changing shift. The relatability of this new reality is the perfect springboard to tell relatable, fresh stories

that will appeal to this generation of emotionally tuned-in viewers and all of the things they are going through in a world that has been forever changed.

And as our Mane 5 explore the rules of magic and discover about themselves in the process, we will focus in on our existing lands of Maretime Bay, Bridlewood, and Zephyr Heights. We will delve deeper into their individual backstories, their hobbies and jobs (whether it be sheriff, smoothie-cart owner, or detective princess), familial relationships (Pipp & Zipp's sisterhood), and journeys to find exactly what makes each of them "sparkle."

A diverse and adorable supporting bunch of Unicorns, Pegasi, and Earth Ponies who are all adjusting to life with magic in their own ways make up a colorful cast. But a typical episode might center around the Mane 5 helping one another with a magical mystery, juggling responsibilities and friendships, or our characters learning more about each others' different species cultural customs. All while resisting the plan of an evil villain who hopes to steal it all away from them.

SERIES STYLE AND SUMMARY

STORYTELLING STYLE:

- Adventure and humor, mixed with heart.
- Fun and "ponable" stories told within an ongoing, larger fantasy-driven narrative with an exciting villain.
- Usually, each episode will focus on one or two of the Mane 5 characters' journeys to self-discovery, while still featuring all of the mane characters as supporting cast.
- Special episodes (holiday specials) should be stand-alone and not include the villain arc.

STRUCTURE:

- Teaser. Three Acts. Button. (22 min.)
- Every episode opens with something big, exciting, and magical within the first two minutes!
- We'll always have an A story and a B story, while continuing to support the ongoing villain/mystery narrative.
- Each episode with close on a magical friendship moment featuring the mane cast.

tone:

- Episodes should have emotional weight and character growth, but always feel magical by staying true to My Little Pony's voice: intriguing, funny, and warm with lots of surprises along the way. Friendship and fun!

THEME:

- **Friendship IS magic, but the magic starts within you:** Our ponies draw strength from their friendship, but they are also each on their own path to learn more about who they are, how they “sparkle”, and how they are going to make their mark on the world.
When we are being our best selves, we can make new magic together!

THREE PONY KINDS, THREE LANDS

In old Equestria, all ponykinds live in harmony together. When we begin our story in the film, ponies live in isolated communities with their own kind and are fearful of one another. In the series, pony society is finally back to normal, learning to live with one another again. But that doesn't always mean certain ideas of the past don't live on...

MARETIME BAY: Home of the Earth Ponies

Situated on a cliff next to a crystal blue sea, this picturesque town is charming yet practical, and populated by pragmatic Earth Ponies with a strong sense of community, but also an emphasis on conformity. The streets are lined with shops and cafes, and every member of the community has a role.

Our mane location for the series—the crystal lighthouse-- is located on the edge of Maretime Bay, perched on the cliffside. The view from the “crystal room” at the top looks out across the vast expanses of the pony world, from the sea to the forest, from the cloud city to the mountains.



EARTH PONIES: For as long they could remember, Earth Ponies were taught from a young age to be afraid of their magical counterparts—the Pegasi and Unicorns. They believed that magic was scary and that a Pegasus had the ability to swoop down and ponynap them or that a Unicorn would zap them with laser beams from their horns. And since they never had any magic of their own, they wouldn't be able to defend themselves! That's why an enterprising Earth Pony named Phyllis Cloverleaf started Canterlogic—a “defense” factory that produced wearables and Earth Pony protective gear. Her motto? “To be scared is to be prepared!”

Luckily, this entire history was revealed to be based on a lie when the Mane 5 brought the Unity Crystals back together, returning magic and friendship back to Equestria. Now the Earth Ponies are realizing that the other pony kinds *are* wonderful friends and mean no harm to anypony. Lots of new ponies from Zephyr Heights and Bridlewood have now moved to town. While it's hard to adjust to living around magic, the Earth Ponies are trying.

ZEPHYR HEIGHTS: Home of the Pegasi

Perched atop the highest peaks in the land, most days it looks like Zephyr Heights is a floating city in the sky. This modern yet majestic kingdom in the clouds feels very sophisticated and regal, with towering buildings of gold and glass, and a magnificent palace as a dazzling centerpiece. The Pegasus ponies who live in Zephyr Heights feel more urban and sophisticated when compared to the pragmatic Earth Ponies and Zen-like Unicorns.

Zephyr Heights is the most technologically advanced of the three worlds with all the latest pony gadgets and gizmos to keep the Pegasi super connected... you may even say that the Pegasus Ponies are slightly obsessed with social media... the latest news and gossip are broadcast 24/7 on the sleek glass walls of the buildings in the city.

PEGASUS PONIES:

The Pegasi are cool, hip, and blissfully unaware. They are hyper-connected with all of their tech, and are constantly looking for next new and exciting thing. They love both creating trends and following them. If something looks or sounds good, they'll probably believe it without must question. Until recently, they believed that their royal family still had magic and could fly. Even after they found out they'd been lied to, they were mad at first at the deception, but have moved on. They love their Queen!

For all these years, they thought that Earth Ponies were "harmless" but Unicorns were dangerous (and known to be cheaters). Good thing those ideas are yesterday's news! What's today's story?

BRIDLEWOOD: Home of the Unicorns

The enchanted forest of Bridlewood is home to a chill, artistic community of unicorns. This organic and ethereal world seamlessly blends delicately beautiful, unicorn-built structures with the natural wonder of the forest. Despite it's rather remote location, Bridlewood is anything but dark and gloomy – gemstones and bioluminescence provide a gorgeously glowing light, while the flora and fauna do their part to keep this captivating world cozy and comfortable.

When magic disappeared from Equestria, the luminescence – or sparkle – of these vibrant and art-loving Unicorns began to fade as well. Their once lively world – fueled by organic smoothies, painting parties, and group yoga sessions – became more of an echo of its former beauty as the unicorns slowly gave up on their creative endeavors and settled for a less colorful, less expressive, less sparkle-filled way of life.



UNICORNS:

In general, Unicorns are dreamy, creative, and whimsical. But after magic left and their luminescence faded, another peculiar thing happened to the Unicorns. They became extremely superstitious and believed that they'd been cursed with bad luck. They called this phenomenon "The Jinxies" and developed elaborate rituals to perform every time they were reminded of their bad luck. Whenever somepony would say one of the FORBIDDEN WORDS (magic, wing, feather, and mayonnaise), the Unicorn would have to do a strange little dance so they wouldn't get cursed again.

Though the Unicorns know now that all of those things are not actually bad luck, they are taking a little time to adjust. So please excuse them if they start dancing around and yelling "BING BONG!" in the middle of the conversation. Some habits are hard to break!

Unicorns were also afraid of the Pegasi and thought that they were the ones to blame for magic disappearing. They also thought that the Earth Ponies were "not the brightest crystals in the forest" and that they smelled like rotten sardines. They were relieved to be proven about all of these things.

Notes: Unicorns love all kinds of tea and spend lot of time sipping different flavors in the Crystal Tea Room and listening to beat poetry shows.

WHAT REALLY HAPPENED TO EQUESTRIA?

BACKSTORY

During Princess Twilight Sparkle's two hundred-moon reign, Equestria faced its biggest threat yet– a super villain who planned to take all the ponies' magic and use it against them. The evil Alicorn, named Opaline, was determined to win, take over the kingdom, and rule as she saw fit. Unlike Princesses Celestia, Luna, Twilight, and Cadance... Opaline believed that Alicorns were a

superior race of pony and should be the only ones who controlled and possessed magic. Why were her Alicorn sisters deigning to spend their time herding these weak little inconsequential Pegasus, Unicorn, and Earth ponies? Why did they care about their friendships and clean up their magical messes? It was Opaline would stop at nothing to make sure that the citizens of Equestria were stripped of their special magic. And she began to try, using her incredible Alicorn powers to lure and trap ponies and leech them of their magic abilities.

After moons of unrest, Twilight Sparkle and her trusted friends, Rainbow Dash, Pinkie Pie, Rarity, Applejack, and Fluttershy, were finally able to free the trapped ponies, defeat Opaline, and restore magic to the world. To make sure that all the magic never again fell into the wrong hooves, Twilight Sparkle made a difficult decision. She performed a complicated and dangerous spell, gathering all the world's magic and placing it into three crystals.

Twilight tasked her friends with the sacred responsibility of protecting the crystals and the magic they contained. She asked them to take the crystals to the wilds of unexplored Equestria – farther than anypony had ever traveled; there the ponies would remain, dedicating their lives to protecting the magic in a far away place.

Earth Ponies Pinkie Pie and Applejack took their crystal to the farthest edge of the land, where the mountains met the sea. Unicorns Rarity and Starlight Glimmer took their crystal to the deepest depths of a forbidding forest. And Pegasi Rainbow Dash and Fluttershy flew to the highest peaks with their crystal. As an extra layer of protection, Twilight added a cloaking spell, placing the three lands in an incredibly strong “invisibubble” enchantment so that they would be hidden away from the outside world. This way, Opaline could never find them again.

Inside this hidden realm, the ponies would meet every year with the precious crystals for the Unity Festival – a grand celebration of friendship that reunited the Mane Six and recharged the magic the crystals contained. As long as friendship was kept alive, magic would be as well.

As the years passed, the responsibility of protecting the crystals was passed down from generation to generation. The once-remote Pegasus, Unicorn, and Earth Pony communities established to protect the crystals began to grow and flourish. During these times of prosperity and happiness, virtually nopony realized that each of the three species tended to gather around their own crystal. The frequency of the Unity Festival began to decline as ponies got busy and focused on their everyday lives. The less they got together, the more they forgot why they were getting together in the first place. Eventually, the celebration ceased altogether. Magic was never recharged, and eventually faded away from the hidden world, and in turn, Equestria completely.

MANE CHARACTERS

Meet our Mane 5 ponies: Sunny Starscout, Izzy Moonbow, Hitch Trailblazer, Zipp Storm, and Pipp Petals! Though these ponies come from completely different trots of life, they all have one thing in common—they are looking ahead to the very bright future. In each of their respective lands, these ponies were different from others in some way. In our show, they represent the

hope of a new generation. One that looks to spread light, love, inclusivity, and friendship in a society that is slow to change.

Led by Sunny, each of these mane characters are the embodiment of a specific quality that, when combined as a team, create a special kind of magic. Watching these characters learn to find themselves and sparkle with HOPE, CREATIVITY, KINDNESS, COURAGE, and CONFIDENCE will encourage young viewers to look for their own special light, so that they can project it into the world around them, too.

SUNNY STARSCOUT

Visionary & Explorer

Sparkles with... *HOPE*



Pony Kind: Earth Pony → Alicorn

Strengths: determined, curious, idealistic, optimistic, adventurous, sentimental, focused, persistent

Weaknesses: myopic, stubborn, socially awkward, is usually late, unrealistic, refuses to accept things as they are, is a little bit afraid of the dark

Likes: cooking/baking, creating new recipes and flavors, designing new stickers, helping others, rollerskating tricks

Dislikes: apathy, getting rid of things (very nostalgic), close-mindedness, indecisiveness

Special Items & Accessories:

Rollerblades and Helmet

Smoothie/Snack Truck and Delivery Cart

Hope Lantern

Argyle's Journal

Activist Stickers

Baking/Cooking tools

PONY PERSONALITY

Sunny is a curious, adventurous, and idealistic young Earth Pony who is determined to make the world a better place. An eternal optimist, Sunny aims to look for the good in every situation and

every pony she meets. Even when things looked bleak in Equestria, and nopony wanted to be friends with one another, Sunny never gave up hope that her dreaming of reuniting everypony would come true. Once she decides on something, it's really hard to get her to change her mind. But Sunny is not all business! She is spunky and energetic, like when she's gliding through town on her rollerskates, blasting her favorite songs in her headphones. Sunny is also obsessed with cooking and baking, thanks to many days spent making up recipes with her dad, Argyle.

SUNNY THE ACTIVIST

An activist at heart, Sunny rejects the mindset that “different is scary”. She was raised to believe that Earth Ponies, Pegasi, and Unicorns once all lived together in harmony, and that maybe friendship and harmony could return to her world. Ever since she was a young filly, Sunny has made it her life's mission to change the hearts and minds of all ponykind – she's convinced she can show everypony they have nothing to fear from the other species.

Sunny's tireless (occasionally hilarious) efforts to spread the message of pony unity have led her to being branded as a bit of a misfit by her fellow Earth Pony citizens of Maretime Bay... but that hasn't stopped her from trying to stand up for what she believes in. Even when it's hard.

ARGYLE THE ADVENTURER

Though Argyle has passed, his passion for truth and unity lives on through Sunny. In fact, he's the one who set this whole thing into motion with his studies of ancient Equestria. It was always his dream to see the pony kinds reunite in friendship. He made it his life's work to look for clues/relics and find the real story as to what happened. Argyle and Sunny agreed that, one day, they would figure it out together.

In our series, thanks to some digging by the mane cast (especially Zipp), we will learn a little more about Argyle's discoveries of the past and ancient artifacts as the show unfolds.

G4 Easter Eggs/Relics: Grogar's Bewitching Bell, Celestia's Cutie Mark tapestry, Spike the Dragon's fossilized claw print, Carved wooden figurines of the Mane 6, Twilight's Cutie Mark journal, Starswirl the Bearded artwork, old map of Equestria

A NEW KIND OF ALICORN

In the past, unless they were born that way, once a pony becomes an Alicorn, she remains in that form forever. But Sunny is a new kind of Alicorn entirely. Her horn and wings are not always present. She is usually in her Earth Pony form and “powers up” to Alicorn form—complete with glowing wings and horn-- when necessary.

The only trouble is that her powers are so new and confusing that Sunny is still trying to figure how to use them. This means that her horn and wings sometimes appear at inopportune moments, often to hilarious or embarrassing result. Throughout season one, Sunny will attempt to master her newfound powers and gain the ability to conjure them when they are needed most—when somepony needs her help.

To Transform: As we progress through season one, Sunny will discover that the key to her transformation is locking into her Cutie Mark power. When her Cutie Mark is glowing, when she is sparkling—it is because she is HELPING OTHERS and INSPIRING HOPE. It's her key. So to activate this grand transformation properly, Sunny must be sincere in her intentions. She needs to at least *believe* that she is. So when her powers are still stabilizing (and her wings and horn pop up randomly), it's only partial bursts of that energy. To achieve the full effect, Sunny will need to figure out that she has to use this power for good. And she definitely will.

Note: Sunny's transformation shouldn't happen every episode. It should feel special and purposeful whenever employed. After all, this is the first pony to ever have Alicorn powers that can be "switched on." When she is in Alicorn mode, her wings and horn appear as more of glowing/ethereal appendages than solid ones.

FLAWS

Sunny is a very headstrong and determined pony, which is great for achieving her goals, but also means that she can get tunnel-vision. Sunny is known to focus on a goal so much that she ignores warnings of those around her and basically can forget everything and everypony else in the process. Sunny's heart is in the right place—usually her goal involves a charitable cause or helping somepony else—but it's not great when she can't even listen to whoever she's trying to help! This myopia also makes her late to things a lot (much to the annoyance of Hitch) because she gets so wrapped up that she loses all sense of time.

Also, while Sunny loves looking to the possibilities of the future, she is still extremely sentimental and has a hard time letting go of things/items from the past. She never gets rid of anything.

SUNNY'S HOPE LANTERN

When she was young, Argyle built his daughter a special nightlight lantern. It was carved with symbols of each pony kind that spun around, projecting lit up ponies on the walls of Sunny's bedroom. The lantern was very special for many reasons, but extra important when Sunny realized it was holding the Earth Pony Unity Crystal.

After the lighthouse fell when Sprout's "trojan horse" destroyed it, Sunny's friends were able to rescue the lantern from the rubble. But it was damaged. When Izzy has the bright idea to fix it up as a surprise, it becomes more than just a lamp. It becomes imbued with FRIENDSHIP MAGIC, which gives it unique powers. Because of this, the Hope Lantern becomes a source that powers the Mane 5's special vehicle. It also becomes an item of interest for Misty and Opaline.

Notes:

- Why trot when you can glide? Sunny is an avid rollerskater and loves to skate through Maretime Bay any chance she gets. When she's delivering smoothies, she can hook her cart up to herself and sail through town. But her favorite is just speeding along the promenade by the beach and feeling the wind in her mane.
- As the lead character, Sunny needs to stay somewhat active in all stories.

- Since she's the leader or the group/an alicorn, must be extra careful to avoid making her too similar to Twilight Sparkle.

Quotes:

"I'll do my part, hoof to heart!"

"Peace with Pegasi! Unity with Unicorns!"

"No matter what it is, we'll face it together."

"Magic may be unpredictable, but it's not dangerous."

HITCH TRAILBLAZER

Advocate & Caregiver

Sparkles with... KINDNESS



Pony Kind: Earth Pony

Strengths: confident, friendly, outgoing, fair, moral, responsible, nurturing, goofy

Weaknesses: bumbling overconfidence, rigid, dislikes change, can be a little vain, know-it-all

Likes: his badge, critters, french fries, memorizing civil codes, brushing his mane, music and dancing (he can't resist shaking his flank to a sick beat), playing games (though he's sorta bad at it), reading to Sparky, spicy foods and hot sauce

Dislikes: litter, being bored, ponies who have no respect for community rules, being late/when others are late, being wet (ruins the mane)

Special Items:

Sheriff Badge

Sparky the Baby Dragon

Sparky's Saddlebag (Hitch carries him around in it)

Board Game Collection

PONY PERSONALITY

While this stallion can appear to be all business when he's on Sheriff duty, he's really just a big softie! Hitch loves dancing when he thinks nopony is watching, doing jigsaw puzzles featuring pictures of kittens, and eating french fries (potatoes are the perfect food— so versatile!). He takes his job seriously, and puts on an authoritative persona for the ponies of Maretime Bay, but when you get to know him, he is super goofy and fun. He makes up silly songs on the spot, and if you need somepony to cheer you up with a good “dad joke”, he's your dude. But above all else, he is dependable and loyal. If his friends need him, Hitch will be there in a heartbeat.

SHERIFF HITCH

As acting Sheriff of Maretime Bay, Hitch knows a thing or two about the rules. And Hitch loves them— they're easy to understand and follow. That's why he knows just about every civil code and law by heart, including his favorite— Code 33 (no littering!). The townspies adore him and the feeling is mutual. He knows almost everypony in town and works hard to make sure they feel safe and protected. He knows how to take command of the situation at hoof. But most of all, Hitch truly cares for everypony and tries to be a shining example in whatever way he can.

ANIMAL MAGNETISM

For as long as Hitch has been alive, animals have always flocked, scurried, and crawled to him. For some reason, wherever Hitch goes— there's some critter that is completely enamored with him. Usually, there are two seagulls and a crab following along, just to see what Hitch will do. While he does love them, Hitch also sometimes feels like he needs a little personal space! Too bad he won't get any.

After the events of the special, Earth Ponies finally receive their own magic. Along with the “flora” magic that the others receive, Hitch also develops a very unique and special power— the ability to communicate with animals! As this new skill develops, Hitch will learn to use it to the Mane 5's advantage. But in the meantime, things just got a whole lot noisier for him!

BEST FRIENDS

Sunny and Hitch grew up together in Maretime Bay. Along with Sprout, they spent many days playing with Sunny's pony figurines and running around the town together, just being wild colts and fillies. They loved playing make-believe, going on adventures down on the beach, collecting shells, and of course— picking up any stray litter! They spent many afternoons playing board games at Sunny's house (the lighthouse) after school, baking with Argyle and having tons of fun. Since Sprout's mother, Phyllis, saw Sunny and Argyle as bad influences, it would often just be Sunny and Hitch hanging out together. This created an extra strong bond between the two and they even made up their own secret hoofshake that Sunny still makes Hitch (reluctantly) do to this day. Even when he's on duty! Can you believe that?!

FATHER FIGURE

With his kind heart, Hitch is a natural caretaker and is often drawn to helping those in need. When he finds a mysterious egg on the beach, Hitch takes it in, hoping to find its owner. He

spends a lot of time and effort to make the egg comfortable, with warm lamps and blankets and even reading it stories. When the egg hatches and the CUTEST BABY DRAGON EVER emerges, it's love at first sight! Hitch and the dragon are instantly bound together. He lovingly names him Sparky... er, Sparkeroni (okay, so he's not *great* with names...), and takes to first time dragon-fatherhood like a fish to water. Hitch's protective nature kicks in and he immediately gets into a dragon-caretaking routine that his friends think might be a little... much. For example, if anypony else watches Sparky, they must watch his extensive how-to dragonsit video first, which details everything Sparky can eat, watch, and play with and what times everything should happen. Sparky's fiery antics are A LOT for Hitch to handle, but ultimately, Hitch and Sparky are the perfect pair— our pony version of The Mandalorian and Baby Yoda. And even if Sparky is the only critter that Hitch can't communicate with, Hitch is never going to give up trying to understand the little wild guy or make sure that he's in the right hooves.

FLAWS

As a stickler for the rules, Hitch feels bound to them in a way that the other ponies don't. He sees himself as an example for others, which is great, but can sometimes get in the way of him going against the grain when necessary. He often feels very aware of how he is perceived in the community and always wants to make a good impression. After all, everypony trusts him. Because of this, he can also be overconfident and so self-assured that he misreads social cues.

Hitch dislikes big changes because they make him nervous. When the Earth Ponies get powers, he is wary of the magic and almost afraid to use it. Sometimes, Hitch needs to learn to listen to his own heart, rather than following the rules or what he's "supposed" to do.

Notes:

- Hitch is the first male character in a core MLP cast. Though he has a more "conventional" male role as a Sheriff, Hitch's true self—the caregiving and nurturing side—is what we are going to focus most on. It is important to portray him as somepony who is comfortable as a CARETAKER and COMMUNITY HELPER. His caring, soft side should never be seen as a weakness or embarrassing thing, but as completely natural and awesome.
- Hitch is the only one of the Mane 5 who doesn't live in the Crystal Lighthouse. He lives by himself above the Sheriff's Station in downtown. Well, *technically* by himself. He always has several animal buddies couchsurfing there, too!
- As Zipp takes on her Detective role, she and Hitch develop a fun buddy-cop dynamic where he is the goofy one and she is the serious straight-man. They drive each other nuts, but they both secretly love it.

Quotes:

"I don't what it is with critters— I'm like a magnet to them!"

"The law is the law, Sunny. And I'm here to uphold it."

"But you don't have to be shy. We're pals. We can totally hang out! I know! Let's order fries from three different diners and then decide which ones are the best!"

“Which Sheriff-y things should we do today in Maretime Bay? Hey, hey, hey!”

IZZY MOONBOW

Intuitive & Spiritual

Sparkles with... *CREATIVITY*



Pony Kind: Unicorn

Strengths: dreamy, funny, creative, silly, inventive, loyal, excitable

Weaknesses: weird and wacky habits, can be messy when she's caught up in a project, overly emotional, doesn't always explain things clearly, deflects with humor

Likes: naps, balancing things on her horn, juggling, a good sneeze, glitter, gummy bunnies, crystals, different flavors of tea, trivia, holidays, surprises, butterflies, popcorn

Dislikes: meanies, alarm clocks, unhealthy power dynamics, that thing when you wake up and forget your dream instantly,

Special Items:

Crafting Glasses

Utility Sash

Friendship Bracelets

Unicycling Cart

Teacup

Sewing Kit

Art Supplies

Crystals

PONY PERSONALITY

Izzy Moonbow is a quirky Unicorn with a lot of heart. She is upbeat, thoughtful, talented, and tons of fun. Izzy is the Phoebe Buffay of the group, in the sense that she is dreamy, funny, and full of random offbeat wisdom. Izzy loves humming, whistling, and making little beatbox sounds

with her mouth as she does any task. She loves cute things— particularly baby animals. Izzy is the wacky and wonderful the character that encourages viewers to explore their sillier side.

THE BRIGHTEST SPARKLE IN TOWN

It's safe to say that Izzy has always stood out from the other Unicorns in Bridlewood. Even when everypony else lost their magic and their sparkle/ "luminescence", Izzy kept shining bright. Since the other Unicorns are much more muted in everything from the way they talk, to their lack of enthusiasm for anything, Izzy often stuck out like a sore hoof. It was hard for her to make friends and connect with other Unicorns. But still— Izzy never gave up trying to find ponies to exchange her hoofmade friendship bracelets with.

MASTER CRAFTER

How did Izzy manage to stay so sparkly all this time? By being herself! Like Sunny, Izzy hasn't always followed the rules or expectations of Unicorn society. Instead she follows her heart and mind, which often lead her to venture out into the world or to new and funky creative pursuits. Izzy loves making things that are unique or interesting to look at, and turning old things into new things— which she lovingly refers to as "unicycling". No pony else can turn a pile of junk into something pretty or useful like Izzy can. All she needs to create something awesome is ANYTHING! Oh and glitter. Lots and lots of glitter.

"Hornspark of Inspiration": Sometimes when inspiration sparks, a few sparks literally emit from her horn like a tiny firework!

REAL FRIENDS AT LAST!

It was Izzy's desire for true friendship and belonging that led her to Maretime Bay in the first place. Once she met Sunny and they took off on their quest to restore magic to Equestria, Izzy realized that having friends was everything she every dreamed! Izzy is over-the-moonbow at being able to share her creations (helloooo, blooming flower tea set table!) with her new buds. Being the only Unicorn of group does get lonely sometimes, but Izzy is used to being the odd one out. She wouldn't trade her new friends or home at the crysallighthouse for anything!

IZZY DOES IT

When her new friends help Izzy realize just how much other ponies in Equestria like her creations, she creates a mobile cart called "Izzy Does It" so she can take her crafting on the go! Izzy zips around Maretime Bay to help ponies with crafting emergencies or even just looking for inspiration to take over. Whether she's yarn-bombing a boring old fence, or helping a pony fix their birdhouse, Izzy is crafting with care... one wacky and wonderful project at a time.

Crafting Glasses: Whenever she's deep into a project, Izzy wears her special glasses. They just help her see things in a whole new way!

Utility Sash: Izzy has created the perfect accessory—a sash with pockets and zippers that hold everything a crafting pony could need in a moment's notice. Need tape? Glitter? Macaroni? A magic marker? Izzy can pull almost anything out of this sash—almost like a Mary Poppins bag.

EXPERT DRAGONSITTER

Izzy is pretty great with animals, but in a different way than Hitch. Her approach is more intuitive... like a zen preschool teacher. Though it drives Hitch a little crazy that she doesn't follow his very strict dragonsitting rules, he knows when he leaves Sparky with Izzy, he's in great hooves.

FLAWS

Izzy has spent so long living in isolation that she's developed a lot of quirks. Never having a mirror of another pony to hold herself up to, Izzy is unaware of some of her more eccentric habits, which can drive her friends/roomies a little wild. Sure Izzy can be messy... but she always knows where everything is! Izzy is easily distracted, which can be frustrating when she interrupts your story to point out a butterfly or a new movie poster.

This Unicorn is also a major daydreamer, which can make her seem a bit spacey at times. But make no mistake—Izzy is not dumb. She just has a hard time paying attention once in a while because her head is so full of great ideas. But this disconnection can also make her a bit out of touch with reality. She's also way too trusting sometimes and instantly wants to be everypony's friend, which can be naïve since not everypony has the best intentions.

Catchphrases/Quotes:

"Ta daaa!"

"I'm only medium sneaky."

"I once made a wreath out of old teaspoons! What can I say? I was spoon-spired."

"My sparkle's a bit TOO sparkly for Bridlewood."

Notes:

- Izzy loves sharing her Bridlewood traditions with her new friends, often to comedic result.
- Loves to spout fun facts and random trivia that she's learned.
- Is always humming as she does stuff, especially when she's creating.

PIPP PETALS

Performer & Tastemaker

Sparkles with... *CONFIDENCE*



Pony Kind: Pegasus

Strengths: charismatic, great singer, caring, glamorous, girly, clever, energetic

Weaknesses: can be self-absorbed, whiny, attention-seeking, picky

Likes: performing, makeup and style, sunglasses, spooky stuff like ghost stories and halloween (holiday name TBD), reading her favorite series of fantasy novels: “The Chronicles of Chevalia”, social media, and most of all-- her fans (obvi!)

Dislikes: being bored, when her phone dies, forgetting song lyrics, pickles (everypony’s got a “pickle” friend. She is NOT that friend.)

Special Items:

Smart Phone

Lucky Rhinestoned Microphone

Princess Crown

Books

Notepads for Writing Lyrics

Brushes & Makeup

Hoof Polish

PONY PERSONALITY

This exuberant and stylish pony is used to being the center of everypony’s attention. Pipp has a lot of enthusiasm for everything she wears, does, and says—and this translates to how she feels about her friends, too. She is constantly looking for the next cool or cute thing to post on her socials and loves being the pony to find something first. Pipp is friendly, sweet, and encouraging to others. At her best, Pipp radiates good energy that puts everypony else into a good mood.

POP PRINCESS

Pipp is the biggest pop star in Zephyr Heights—and now Equestria! But it's not an act. This princess genuinely LOVES music and always has. Queen Haven loves to tell the story to anypony (or any news outlet) that will listen. One day, when Pipp was just a newborn foal in her crib, Queen Haven was belting out her favorite showtune while putting on her makeup. She was shocked to hear little Pipp, singing the melody back to her with perfect pitch! From that moment on, her destiny was sealed.

Today, it's fair to say that Pipp's something of a musical icon in her hometown. She has a loyal fanbase known as "The Pipp squeaks" who track her every social media move and concerts, deciphering her content for "clues" like a pony Taylor Swift. And like any good recording artist, she's looking to take her career to the next level and really wants to collab with other musicians. As the singer of the group, songs in the show will often (but not always) fall to her.

MORE THAN MEETS THE SELFIE

Some ponies may write Pipp off as shallow because she loves all the glitz and glam, but Pipp is actually very passionate about using her golden voice and platform to champion causes she cares about (think Elle Woods). Much like Sunny, Pipp has a kind heart and an eye to championing ponies (or animals) that may need a helping hoof. As a running gag, Pipp regularly mentions different charities she's working with or inventing new ones (like the Zephyr Heights Cliff Bunny Rescue Society). It may seem silly, but in all seriousness—she really does care!

PEGASISTERS

As the younger of the two royal sisters, Pipp figured out from a young age that the best way to get attention was to align with her mother's interests in singing and performing. She'd never admit it, but the approval Pipp really wants is from her big sister, Zipp. Pipp has always looked up to her sis, even though they're incredibly different. They definitely butt heads and bicker over their different interests and approaches to life, but Pipp loves her sister so much. She's elated that she will get to spend more time with her sister in Maretime Bay.

GLOWING UP

As a bit of a glamour pony, Pipp loves makeovers. She spent hours upon hours in her fillyhood playing dress up with her mother's makeup and royal wardrobe in the castle, often roping her older sister into being her style guinea pig. Zipp was not a fan, but played along for a while. She loves trying out new looks on herself, of course, but after the fun Unicorn "glow ups" they received at Izzy's house in Bridlewood, Pipp remembered just how fun it is to help other ponies feel their best!

That's why Pipp decided to open **MANE MELODY**—her new karaoke salon in Maretime Bay! Combining her loves of mane maintenance, selfie-care, and singing is a dream come true. Pipp loves to dress up and be stylish, but the true excitement to see a pony sparkle and shine with confidence after seeing their new looks.

FLAWS

As a public figure, Pipp puts quite a lot of pressure on herself to look and act a certain way. She places too much emphasis on validation from others. That's because she's spent her life in the spotlight—both as a princess and a popstar. Sometimes it can be hard to break down her walls and let herself just be Pipp. This makes her prone to anxiety, perfectionism, having too great of expectations for things to go a certain way and expectations of others, especially Zipp. She can get in the way of her own fun because of being too fixated on things. And if she messes up (whether it's song lyrics onstage or with a friend), she's really hard on herself. Because her celebrity persona is so defined, Pipp can also sometimes be reluctant to try new things. Unless it's a fashion trend, of course!

PIPP QUOTES:

"You know if we could teach the citizens to fly, we would in a *wingbeat*."

"Shout out to all my Pipp squeaks! I I can't wait to debut my new song later. It has a very special place in my heart... but not as much as you guys!"

"Cuuuute!"

"Makeovers?! I *love* makeovers!"

"We've got our friends back... we've got magic back... and we've got... MUSIC!"

"Neigh-way!" (No way)

Notes:

- Like her mother Queen Haven, Pipp always wears her crown.
- Pipp loves singing so much that she often does random vocal warmups/exercises and randomly sings some of her lines when she gets excited.

ZEPHYRINA "ZIPP" STORM

Royal & Rebel

Sparkles with... *COURAGE*



Pony Kind: Pegasus

Strengths: brave, authentic, curious, clever, determined, deep, intuitive

Weaknesses: cockiness, bad-tempered/moody, sarcastic, stubborn,

Likes: parkour, rock music, science, investigating mysteries, wingball, cloud candy, flying

Dislikes: insincerity, social media, royal duties, wearing frilly princess stuff, sitting still

Special Items:

Smart Phone

Pega-Periscope Goggles

Detective Princess Crown—converts into cool digital glasses

PONY PERSONALITY

Often the voice of reason, Zipp is the pony who will say it like it is. She's pragmatic, dependable and protective, but that doesn't mean she isn't a good time. Zipp is very passionate about the things she loves (like flying) and shares some of her sister's signature enthusiasm if you manage to get her on the right topic. But she's got a pretty dry sense of humor and often makes sarcastic comments. Once you get to know Zipp, you've got a loyal friend for life.

ATHLETIC—PARKOUR & FLYING

Zipp is probably the most athletic of the group. She's always been obsessed with flying. Back when magic was gone, she even created her own version of pony parkour. She would spend hours flipping, leaping, and jumping across the rocks, hoping to catch some sweet air. Now that Zipp can actually fly again, she loves inventing daring new tricks like barrel rolls and challenging herself to go higher whenever she can. Other Pegasi look to her for flying tips.

REBEL PRINCESS

To Zipp, being a princess is more than just an inconvenience, it's a royal pain. Even though she's heir to the throne of Zephyr Heights, she's never felt comfortable in that role. She cares

much more about flying, learning new things, and investigating mysteries than about tiaras, teas, and soirees. Zipp rebels whenever she can. She's constantly sneaking away to go flying—it's the only time when she feels truly free of her duty. Though her mother Queen Haven is putting the pressure on for Zipp to come back home and learn the ways of being a ruler, Zipp is going to take some more time in Maretime Bay with her friends, investigating who she is first. Maybe then she can feel deserving enough to take on the royal role she was born to play.

DETECTIVE ZIPP

Zipp is the pony who is always asking the questions and looking for answers. She has a keen eye and incredible ability to make connections that others might miss. These skills finally come into action when she becomes a detective! This skill will be an important tool in story to present clues and drive the mysteries along. Because Zipp is ALWAYS paying attention.

NOTES:

- Zipp grew up in ZH, so she has a smart phone and uses it to facetime with her mother. She also has a FLY-PAD. She also uses it to record detective findings. But otherwise—she could care less about technology. No social media or anything like her sister.
- Zipp is also secretly a really good singer. When they were young, she and Pipp would sing together. Pipp is always trying to get her to duet with her again. Sometimes, she can be convinced. And it's magical when it happens.

Catchphrases/Quotes:

"An Earth Pony and a Unicorn?! In Zephyr Heights? Okay, well this day just got a whole lot more interesting."

"Zipp. Just call me Zipp. Not princess."

"I'm not ready to become a full-time, heir-to-the-throne, princess yet. Not the way my Mom expects me to be, anyway."

"When we work together, maybe we can invent new magic."

"I'll Zipp it."

"Flying is my jam!"

SPARKY SPARKERONI

A.K.A. The Cutest Baby Dragon Ever!!

PERSONALITY

Sweet, spunky, and tons of trouble. He's basically a toddler. Sparky wants to touch everything in sight, and once he can walk—he wants to run everywhere. It's a full time job wrangling this little guy. But he's a part of the group and the ponies love him very much, especially his pony dad-- Hitch. He provides great opportunity for comic relief and "awww" moments with his toddling around, holding his stuffed Unicorn, blankie with holes burned into it (from his fire) and pacifier (paci-fire?).

SPECIAL POWERS

Like a combination of Baby Yoda and Jack-Jack (from *The Incredibles*), Sparky has a lot of power for such a tiny dragon. His green and purple **DRAGONFIRE** magic is totally chaotic (but TRANSFORMATIVE). He can breathe or burp at an umbrella and then his dragonfire will turn into a shovel, a stuffed toy... or even a popsicle! The point is, there is no order to it because he doesn't know how to control it. Yet. He's just a baby! But someday, he will figure out his powers with the help of our ponies. And someday, he will be able to talk to them!

SUPPORTING PONIES

QUEEN HAVEN: (In Movie)

She may be the elegant and regal queen of the Pegasi, but her favorite job is being Zipp and Pipp's mother. Queen Haven loves glamour, never takes off her crown, and always has her adorable (and pampered) flying pomeranian CLOUDPUFF by her side. She is talkative, and easily distracted.

Queen Haven is very aware of her public image and concerned with keeping up appearances to the extent that she concocted an elaborate smoke-and-mirrors scheme that made the citizens of Zephyr Heights believe that the royal family could still fly, even when nopony else could. Queen Haven is a classic stage mother to her two talented daughters, particularly to Pipp, her little shining star. Like Pipp, Haven also considers herself a performer and a bit of an entertainer and singer, but her true joy is watching her fillies light up the stage. Her relationship with Zipp is a little more complex, being that Zipp is heir to the throne. As a result, Haven expects a lot of her eldest daughter in the way of learning how to rule a kingdom, even though Zipp isn't exactly interested in the job. At least not yet.

CLOUDPUFF: (In Movie)

Cloudpuff is Queen Haven's cute, but yappy, little winged pomeranian. He is as spoiled as they come—treats all day every day, regular pedicures and blueberry facials at the groomers, and sleeping in the Queen's silky bed. He tries not to leave Queen Haven's side—unless he sees Hitch. He has serious love-eyes for Hitch. But then again, what critter doesn't? Sometimes, Haven will send Cloudpuff to look after her girls in Maretime Bay, where he spends his time following them around and spying on them, much to Zipp's annoyance. But he can be useful when he assists Zipp in her detective work.

THUNDER: (In Movie)

A royal PEGASUS guard STALLION. Though he's a guard, Thunder is kind of a nervous guy and a bit of a slacker. At first, he is afraid of Unicorns and Earth Ponies. In his spare time, he enjoys collecting special edition sneakers and playing guitar for his garage band, "Cloudsound."

ZOOM: (In Movie)

A royal PEGASUS guard MARE and Thunder's patrol partner. She has more of a take-charge attitude than her coworker, and is exhausted by his lack of knowledge of the "guard guide." Zoom prides herself on being extremely professional on the job, always carrying a Unicorn

Shield (tennis ball) with her. Her ultimate goal is to protect Queen Haven and the princesses (a la Brienne of Tarth). She is an avid fan of playing in her community Wingball league, macaroni and cheese, and her pet poodle, Buster. But she'd never talk about that stuff unless asked. It's unprofessional.

ALPHABITTLE BLOSSOMFORTH: (In Movie)

The burly UNICORN STALLION who runs the Crystal Tea Room in Bridlewood. He loves games more than anything and will challenge anypony—as long as they have something to wager. He's the one Sunny competes against to win the Unicorn Crystal back. He is known for being quite grumpy. He has always has been... and nopony really knows why.

SKYE SILVER & DAZZLE FEATHER: (In Movie)

The two PEGASUS news anchors for ZBS network. In story, Skye and Dazzle have great potential as an alternate way to deliver widespread information to all of Equestria, gauge the public's feelings on any topic, or announce a holiday to the audience.

ONYX: (In Movie)

A beatnik Unicorn from Bridlewood who performs in the Crystal Tea Room. She speaks extremely slow, breathy monotone rhymes. She performs random acts of poetry. Accompanied by bongos, of course.

BONGO: (In Movie)

Onyx's best friend and backup bongo player. He usually hangs around Onyx in case she breaks into poem and needs that rhythm.

JASPER: (In Movie)

An emo Unicorn stallion. He is always challenging Alphabittle to games and losing. But her never gives up! Even if he HAS lost most of his knick-knacks to Alpha in the process. He is the same age as Izzy and went to school with her growing up.

SECONDARY CHARACTERS IN MARETIME BAY

A hoof-ful of ponies in the community. Some of these ponies are Maretime Bay natives and some are recent transplants who moved after the return of magic. We will get to know them better as the show progresses, so they can feature if and when necessary.

JAZZ:

An EARTH PONY MARE who works at Mane Melody as the HOOFICURIST. She's best friends with the Mane Stylist, ROCKY. She always has amazing different colored polish and gems on her hooves, displaying the latest trends. She is a great singer and often sings backup for Pipp and other ponies who try the karaoke. Jazz is upbeat and sweet, and she's an amazing listener. If you're having a bad day and want to vent—you definitely want Jazz to take care of your sore hooves and heart. She will give it to you straight, but be nice about it. She has a great memory and knows everypony in town. Which means she also knows all your secrets. Not that Jazz would ever tell anypony! She's very trustworthy.

ROCKY:

A PEGASUS STALLION who works at Mane Melody and is amazing at MANE STYLING. Like his new best friend Jazz, Rocky is an incredible singer and performer. In fact, the reason he came to Maretime Bay was just so he could work alongside his idol, Princess Pipp. Once he got over the fact that he was in the presence of greatness, he and Pipp became great friends. Crazy, right? He's a really positive pony and he "likes" every single picture he sees on social media, even if he doesn't actually like it. He just wants to be supportive. It's true—Rocky can be a little bit judgy-wudgy if he's being honest with himself. At Mane Melody, he is always trying to convince ponies to try bold new styles because he thinks dramatic "glow ups" are REALLY FUN. Even though it's cool that he can fly now, he doesn't do it often because he doesn't want to mess up his perfect mane. It's his dream to someday perform onstage in a Bridleway show in Zephyr Heights, so he has to practice singing and harmonize with Pipp every chance he gets.

DAHLIA: (In Movie)

An EARTH PONY MARE who runs a flower shop in Maretime Bay. Dahlia admires Sheriff Hitch and is wary of magic. She's a traditionalist, but when Earth Ponies finally get their magic powers, Dahlia is pretty amazed at her newfound ability to magically grow plants. And it's really good for business! She also has terrible allergies, which is unfortunate, given her line of work.

MAYFLOWER: (In Movie)

An older EARTH PONY MARE and aunt to Dahlia. Mayflower is definitely the "fun" relative and loves to hang out with her niece, catching movies at the cinema or attending yoga class together. She also is a big fan of Hitch and greets him every chance she gets. Mayflower is also a schoolteacher at Maretime Bay Academy.

WINDY:

A sweet PEGASUS MARE who admires Zipp for her amazing flying skills. She often will try to ask Zipp for pointers, though she's pretty good at flying herself. Though she's new to living in Maretime Bay, she loves it because she thinks the ocean is the prettiest thing she's ever seen. She loves the slower pace outside of the big city. But, Windy is also total movie geek and watches anything and everything—so you can often find her at the cinema.

TOOTS AND SWEETS: (In Movie)

EARTH PONIES. The two former lead defense factory employees/business ponies who briefly get tied up in Sprout's evil plan. Sweets is loyal, sassy, and always chewing bubblegum. Toots is a big pony with a heart of gold and a lovable, shy demeanor.

DIGGY AND SANDER:

A couple of surfer dude EARTH PONIES. They are very nervous about magic at first, but they are warming up to it. They run a beach shop that sells surf stuff, shell-covered novelties, towels, beach balls, buckets, umbrellas, etc. called "Digs & Sands."

THE PIPP SQUEAKS:

Even though there are a lot of fans in all three cities that call themselves “Pippsqueaks,” we’ll focus on a trio of young fillies and colts who reside in Maretime Bay: **SEASHELL** (Earth Pony), **GLORY** (Pegasus), and **PEACH FIZZ** (Unicorn) who completely idolize Pipp and often interact with the Mane 5. They are this generation’s “school-age” ponies and will provide storytelling opportunities that align with younger themes when needed. As the show progresses, we will delve more into their personal stories and get to know them as individual characters.

SEASHELL: The leader of the group. As an Earth Pony, Seashell is SUPER excited to finally have magical plant powers and often takes it to the extreme, practicing any chance she gets. She is brave and outgoing, and loves antagonizing Sheriff Hitch.

GLORY: Glory is pretty shy, but she loves being a part of the Pippsqueaks. She loves dress-up and trying out new looks like her idol, Pipp. It’s the time where she comes out of her shell.

PEACH FIZZ: Peach Fizz is a bit of a brainy gal. She loves trying to figure out how things work, looking for cryptic clues and hints in Pipp’s songs and ponestagram posts. She loves science and is obsessed with the ocean. Bridlewood never had a beach!

MINOR ANTAGONISTS

SPROUT CLOVERLEAF: (In Movie)

An EARTH PONY STALLION who grew up playing with Sunny and Hitch, even though his mother Phyllis didn’t want him to. Sprout has always been bratty, easily influenced, and egotistical, which is why he took his Deputy role to ridiculous heights and proclaimed himself “emperor” of Maretime Bay before trying to wage an attack on the other pony kinds. Sprout was defeated and has spent all his days since doing his community service and picking up litter. He continues to make messes wherever he goes and thinks he is really good at magic... spoiler alert: he’s not.

PHYLLIS CLOVERLEAF: (In Movie)

An EARTH PONY MARE and Sprout’s mother. Phyllis is a self-starter who’s always looking for the next business angle. She started CANTERLOGIC to produce items for Earth Ponies to use as protection against the other pony kinds. Business was going so well until Sunny and her friends ruined it all. But Phyllis will admit, those other ponies actually aren’t as bad as she thought...

POSEY:

Another EARTH PONY MARE and longtime resident of Maretime Bay. She is very girly and loves flowers of any kind. She always wears a necklace with a flower pendant. Her garden is her crowning achievement. But she is a tricky one-- she has strong beliefs and doesn’t adapt well to change. That’s why she becomes the neighsayer of the herd when magic seems to be causing more problems than it solved. In truth, she can be a bit difficult, and a totally out-of-touch complainer. Stay off her lawn and out of her garden. When Posey finally receives her own Earth Pony magic, she finds her love of flowers turns into an incredible ability to grow magical flowers instantly—and with any scent she wants them to have!

VILLAINS

OPALINE ARCANA

The evil “Fire Opal”

Pony Kind: Alicorn/Fire Alicorn

ORIGINS & GOALS

Opaline grew up in the mysterious Alicorn kingdom of SKYROS, developing her powers and own strong ideas about the way inferior ponies like Pegasi, Unicorns, and Earth Ponies should be ruled. She is older than Princess Celestia and Luna and was livid when they were called upon by their leader-- The Reine Alicorn-- as young fillies to meet their destiny and prepare as the next rulers of Equestria. It should have been her all along!

Celestia and Luna ruled as leaders who valued harmony, unity, and equality for all ponies. Opaline couldn't stand it. They were Alicorns! Didn't they know they were born to be superior? For a brief moment, when Princess Luna became the evil Nightmare Moon, Opaline developed a shred of respect for her. But of course, Luna became reformed like every other “villain” that came along. This convinced Opaline even more that she was the only one who could put an end to all of this madness and set things straight. But they were strong. And they had each other.

When the sisters finally retired and passed the reigns to Twilight Sparkle, Opaline finally saw her chance. Twilight was talented at magic and had the support of her friends, but she was an anxious and inexperienced ruler. Always second guessing herself. She was an easy target. So Opaline left the Alicorn land and began to take what was hers—the magic from every pony in Equestria. But Twilight fought hard and eventually won the magic back. Then she hid it away... until now. Because the surge of magic that occurred when the crystals were finally stabilized did something else—it broke Twilight's protection spell.

PERSONALITY

Opaline is elegant and darkly glamorous. She's fiery with her words and quick to anger. She's also pretty vain, so the current weak and magic-sapped version of herself is deeply embarrassing. She wants to shine with power and strength. But it's not all about appearances. The real reason that Opaline wants power is because she thinks that the only way to be loved is to be revered and feared. The closest she's gotten to experiencing love is caring for Misty. But she would never admit that to herself.

TRANSFORMATION INTO “FIRE OPAL”

When Opaline receives dragonfire, she is able to harness its power to transform into a beautiful and terrifying FIRE ALICORN. Her eyes turn red and her mane looks like flames! In this form, she is extremely powerful and dangerous. She can shoot fire streams from her horn and melt things into lava with her hooves.

Notes:

- Misty will serve as Opaline's spy and puppet, constantly intervening and messing with the lives of the Mane 5 in a bid to lure them and their precious Cutie Mark magic in. If she can get those Cutie Marks, she knows she will be strong enough to take everything.
- Opaline likes to plant items like the ALICORN COMPACT MIRROR in the way of our Mane characters as devices to manipulate them.
- Desperately wants some of Sparky's dragonfire.

MISTY BRIGHTDAWN

a.k.a "The Henchpony"

Pony Kind: Unicorn

ORIGINS

When Misty was a little filly, she wandered off into the Bridlewood forest wilds searching for Glowpaz crystals and got completely lost. In reality, she had wandered outside of the bubble enchantment (that was protecting Equestria from Opaline) through a small tear/opening in its spell. But Misty didn't know that and didn't understand where Bridlewood had disappeared to. Sadly, she never found her way home. Luckily, she was found by Opaline. The Alicorn took the scared little Misty in and raised her, training her to be Opaline's very own evil little henchpony in the process. Over time, Misty lost all memory of her former life in Bridlewood.

PERSONALITY

As a result of her isolation, Misty is an introvert. She is extremely shy, but when she opens up—it's clear that she's actually quite curious, sarcastic, and smart as a whip, even though Opaline doesn't always like when she voices her ideas. She has a great eye for details and can remember almost anything she sees or hears (except for the time before she met Opaline of course... that's all a bit blurry). Because she's never had much, she is very sneaky and has become a bit of a klepto, and is constantly grabbing random interesting items (or borrowing them, rather) to add to her collection/treasure trove.

GOALS

Since she left Bridlewood as a young filly, she hadn't received her Cutie Mark yet. When she met the evil Opaline, Misty was never taught to foster the sparkle inside her, to play and grow and learn who she truly is. She was used as a pawn and taught to scheme. But the one thing she's always truly wanted was a Cutie Mark of her own. Opaline knows this and uses it as a way to control and manipulate her.

"THE SIXTH PONY"

It may take her a while to get there, but during season one Misty will cast off her evil, scheming ways. She will help the M5 ponies defeat Opaline, get her very own Cutie Mark and become the 6th member of the Mane Cast. She is the missing piece of the traditional "6" ponies. When she joins, our group feels complete. She will go on a journey of self-discovery and learn about her past in Bridlewood and maybe even find her family again along the way.

LOCATIONS

MARETIME BAY

THE CRYSTAL BRIGHTHOUSE

Where Sunny's lighthouse stood, there is now a new building, rebuilt by all three ponykinds together in act of unity. It has elements of the former structure, but has been expanded and upgraded into a whimsical headquarters. Because of this, the house is imbued with a powerful and mysterious type of unity magic.

There are features that are inspired by each of the three lands-- crystal elements from Bridlewood, Art Deco columns from Zephyr Heights and arched windows with gold details, and winding tree roots. Draped pink foliage spills out from the balconies. Even with its magic and mystery, the headquarters still has that earthy beach town charm. It's a physical symbol of the new era of Unity.

Inside, there's a cozy lounge space filled with squashy sofas, mystical hanging plants, and artwork by Izzy. Opposite from the lounge, there's a spacious kitchen where Sunny spends lots of time cooking, baking, and creating new recipes. In the corners, a crafting area for Izzy and a pet hangout for Hitch's menagerie of animal friends.

On the next level, there are areas/beds for each of the four girls— Sunny, Izzy, Pipp, and Zipp—decorated in their personal styles, set up in a circular room (like at Hogwarts). There are lights, cute posters, gadgets built by Izzy, etc. It's almost like a college dorm room—a nonstop sleepover with your best friends. And on the top level— the magical UNITY CRYSTALS shine in the crystal lantern room, joined together, projecting PRISBEAM rainbows up through the glass windows and across the landscape outside.

As its name suggests, the Brighthouse is filled with light. Stained-glass windows stream pretty rays of colored sunshine everywhere, creating prismatic patterns on the floor. There are also many mysterious doorways, which will can potentially be activated/revealed to our ponies as special magical spaces. In a way, the Brighthouse is a character itself—with exciting layers to peel back and discover.

IN MARETIME BAY:

Crystal Brighthouse: The home of the Mane 5.

Sheriff Station: Hitch's workplace and home.

Mane Melody: Pipp's karaoke salon—serving stylish looks and hot music on the daily.

Smoothie Cart (Name TBD): Sunny's mobile snack and smoothie business. Can move around town.

Maretime Beach: A place where ponies relax and have fun in the sun. Eventually, we may add a beach boardwalk.

Promenade: The area in town overlooking the sea. A nice place to eat lunch, fly a kite, or just check out the view.

Old Canterlogic Defense Factory: Sits perched on the top of the hill, overlooking the city. Once a bustling factory, it now sits empty. Down the line (Ep. 109), our ponies will repurpose it into something new and awesome—a TV studio/creative space.

Mane Street: Lined with cute shops and boutiques. Mane Melody is located here.

Movie Theater: Exteriors only, but a fun place to place posters of pony versions of real movies. (Examples from the film: Judgment Neigh, Harry Trotter, Dirty Prancing, etc.)

Marketplace: Basically, an outdoor farmer's market with fruit, vegetable, and flower stalls. Sometimes Sunny likes to park her smoothie cart here. Same area as the Craft Fair (Ep 101).

Community Garden: (Starting in Ep 105): Sunny and her friends open this magical garden as a place for the community and Earth Ponies to practice their Flora magic.

IN ZEPHYR HEIGHTS:

Zephyr Heights Palace: A grand art deco castle. Perfect for hosting soirees and pop princess concerts. The former home of Zipp and Pipp, and current home of Queen Haven.

Old Hangar: Built into the side of the mountain, below the palace. Used to be used as a hot air balloon station for visiting ponies. Was blocked off and abandoned, until Zipp discovered it and made it into a secret hangout where she did flying experiments before magic returned. It's where Sunny, Zipp, and Izzy realize that the Unity Crystals are the key to magic returning.

Shopping District: The pony version of 5th Avenue in Manhattan. Lots of fancy shops and cafes.

IN BRIDLEWOOD:

Izzy's House: Or as she likes to call it, "Villa Izzy." Basically the cutest cottage built into the trunk of an enormous magical tree. Filled with hoof-made art and wonders, all created by Izzy. Like the best kind of quirky, funky gift shop.

The Crystal Tea Room: The mane Unicorn hangout run by Alphabittle Blossomforth. A hundred kinds of tea and open-mic poetry nights. A cool, glowy ambient vibe.

Plaza: The mane square in Bridlewood. Plenty of market stalls and a cute playground where the young Unicorns play on the swings and seesaw.

Art Gallery: The most grand building in Bridlewood, displaying all of the most famous works of Unicorn Art.

Wishing Tree: Debuts in the Winter Wishday Special (just after episode 108). The mystical tree that has many unknown magical properties. The Unicorns know it is special and hang ornaments on it each Winter Wishiehoof. When Sparky's magic activates it once more, the tree begins to take root deeper and reveals itself as a magical marketplace run by the Breezies (tiny winged Pixie-like ponies), as well as a portal to other places such as the dragonlands (Special #3).

BEYOND EQUESTRIA

OUTSIDE OF THE "INVISIBUBBLE"

There's a big world out there and our ponies haven't seen any of it because they've been isolated by a magic protection spell for hundreds of moons. Some potential chances for future adventure and exploration are:

ALICORN KINGDOM: SKYROS

Almost a pony Mount Olympus or a Themyscira (in Wonder Woman)—unreachable by regular ponies. It's where Celestia, Luna, and Opaline all come from. A long standing mystery in the world of MLP. But in this series, we will finally have the chance to explore this ethereal realm.

OLD EQUESTRIA (from FiM/the map):

Ruins from locations like Canterlot, the Castle of Friendship, Ponyville, etc. Can provide clues from the past that relate to modern mysteries.

SEASONS 2 & 3: OTHER PONY REALMS

In the next seasons, we will “zoom out”, first with more stories taking place in Bridlewood and Zephyr Heights, then broadening our look at the world of MLP:G5 by expanding the Mane 5's universe. In doing so, we'll provide countless exciting new characters and environments for our ponies to play in. Our Mane 5 will start to visit other new pony lands and worlds, hoping to help protect them from Opaline or other new villains of their own.

SOME IDEAS:

FROZEN NORTH: Aurora Ponies—starry, Celestia-like manes, ethereal

ISLANDS: Sea Ponies, Tropical Ponies/Neon Ponies—brightly colored, bioluminescent

DARKLANDS: Bat Ponies—goth, spooky appearance, dark colors

FLUTTER GROTTTO: Flutterponies—(based on the g1 toy) butterfly-winged ponies

THE RULES OF MAGIC

MAGIC IS CHANGING AND GROWING...

The old Equestria was a society that ran completely on magic, but since it's disappearance from the world, magic has morphed and changed. The same rules don't govern magic anymore, which means anything can and will happen. It's more confusing than ever. But our ponies are here to discover what it can do now.

After Sunny and the gang were able to restore magic to the Unity Crystals by bringing everypony in Equestria back together in friendship again, everything began to change. As expected, Pegasi regained their ability to fly (FLIGHT) and Unicorns were once again able to levitate things (FLOAT), but for the first time ever—Earth Ponies began to develop tangible magical powers as well (FLORA & FAUNA). By the end of the film, we only see a hint of Earth Pony magic to come—glowing hoofprints.

But as the ponies adjust to their newly united society, there are some definite bumps in the road and clouds in the sky. As ponies argue over these growing pains, magic begins to glitch—

causing even more magical mishaps. The Mane 5 investigate and discover that the stability of the magic is directly linked to the levels of harmony in the world. If ponies are at great odds with one another and refuse to work together, the magic will not be consistent. But once it is stabilized, new magic can happen. And for the first time, Earth Ponies have special powers!

PONY SPECIES MAGIC

While “magic” is a broad word used to describe all of the pony powers in Equestria, each species of pony has specific abilities. These magical abilities have evolved somewhat over the history of Equestria, and are continuing to develop and change as the series progresses. But for this version, their baseline powers can be defined as FLIGHT, FLOAT, or FLORA & FAUNA.

PEGASI

Heavens/Sky/Weather

The power of **FLIGHT**

Even though Pegasi have always had wings, flying can only be achieved through magic. Before it had returned, Zipp had tried to figure it out through scientific experiments using complex physics and aerodynamic tests (and giant fans). But it never truly worked.

Developing powers: Weather Control and Cloud Manipulation

In old Equestria, Pegasi could also create and control the weather by kicking clouds from the sky, creating rain, etc. As magic returns and grows stronger, we will begin to explore these abilities once again.

UNICORNS

Metaphysical/Mystical

The power of **FLOAT**

While Unicorns can’t shoot laser beams like the Earth Ponies originally thought (that was just a silly rumor), they *can* levitate things! When they want to use their magic, their horns will glow and the item in question will magically float. *Note:* a glowing “magical aura” surround the item when it is being levitated. This comes in really handy when lifting heavy or awkward items (cause hooves) and also can be used for great comedic effect.

Developing powers: Casting Spells (Debuts in Special #2: Winter Wishday) and Enchantments

In the past, Unicorns used to be able to cast spells. In a way, the Unicorn’s horns are a sort of wand. As magic grows, the Unicorns will rediscover this long-forgotten ability.

Sixth Sense-- Some Unicorns just *know* things and can’t explain why.

EARTH PONIES

Earth/Plants/Animals

The power of **FLORA & FAUNA**

As their name suggests, these ponies are grounded and rooted to the planet and to nature. In the past, it was always speculated that Earth Ponies had a special connection to plants (for example: Applejack was a farmer and was great with her orchard), but it was never explicitly stated. But when magic returned, the Earth Ponies finally received tangible magical powers for the first time. They can control and grow plants.

Each Earth Pony has basic plant growing powers, but they also have special plant talents-- some are better at growing fruit trees, some can enlarge the fruit (like Sprout, etc), some can grow vines that can grab onto things or form into other things when needed (need to grab something? Do it with a magic vine! If you're a pony who has that talent...). Others, like Posey, are talented with flowers and creating specific magical scents that can do things. Whenever Earth Ponies use their plant magic, their hooves glow (like a Unicorn's horn when levitating). And of course, Hitch has the power of “fauna” and can now talk to animals. But all Earth Ponies will find that animals are drawn to them.

Developing Powers: Quaking/Rock shifting, More Animal Powers

Earth ponies may develop the power to shift mineral matter as they become stronger. In addition, Hitch may have more EP friends who begin to communicate with animals.

CRYSTAL MAGIC

THE UNITY CRYSTALS

The three magical crystals that were created by Twilight Sparkle to protect magic from the evil Alicorn—Opaline. Each ponykind’s crystal was protected by that group of ponies and brought together to charge with Unity magic each moon. But they were separated a long time.

After the events of the film, the three Unity Crystals (PEGASUS, UNICORN, and EARTH PONY) are brought back together and live at the top of the Crystal Brighthouse. They emit a rainbow beam of light (“PRISBEAM”/”RAINBEAM”) that projects from the top of the building. The crystals are a physical embodiment and beacon of magic that can be seen far and wide as a symbol of Unity and friendship between the species. When friendship between the ponies falters, so do the crystals. They glitch like a bad wifi connection and cause magic to become unstable.

BRIDLEWOOD CRYSTALS

Everywhere you step a hoof in Bridlewood, wild crystals grow from the soft, moss-covered earth. These crystals are beautiful, but will also serve a greater purpose. The Unicorns don’t know this yet—but when activated by magic, CRYSTALS HAVE MEMORY. This will be a fun tool for delivering information of the past or even Opaline using them to manipulate our characters.

CUTIE MARK MAGIC

THE HISTORY OF CUTIE MARKS

Throughout pony history, the little images on each pony's flank (called "Cutie Marks") have been an iconic identifier for the characters of My Little Pony. The symbols can depict almost anything—a shell, some stars, a rose, an apple pie, a basketball, diamonds, etc. Whatever it is, it has always been related to that pony's character in some way. What they love to do as a hobby, something related to their job, or sometimes just a visual representation of their name. For example, Pinkie Pie had a bunch of balloons because she was a "party pony." Receiving a Cutie Mark was a special moment for each pony, happening at some point in their childhood, usually occurring around an event that signified them finding their purpose or path in life. Until they receive their Cutie Mark, ponies are casually referred to as "blank flanks."

A NEW TYPE OF CUTIE MARK MAGIC

In this generation, we aim to build on that tradition with even more specific Cutie Mark designs. Each pony's Cutie Mark will be a clear expression of their nuanced personality. And as they get to know themselves on their journeys of self-discovery, their Cutie Marks will be important in ways they have never been before. For example, each of our Mane 5 ponies have Cutie Marks that represent multiple parts of their personality.

Sunny: Shooting star—to symbolize hope and adventure

Izzy: Button heart with pins—to symbolize creativity and warmth

Hitch: Shield with hearts—to symbolize kindness and protection

Zipp: Lightning bolt with crown—to symbolize courage and royalty

Pipp: Musical note with crown—to symbolize confidence and royalty

Note: When the ponies are completely in their element, they will glow with a special color as an exciting onscreen visual. This is what tips off Opaline to the fact that Cutie Mark magic has evolved along with everything else.

LUMINESSENCE a.k.a. "Sparkle"

Luminescence/sparkle is a reflection of a pony's state of being. One way to think of sparkle is as the "energy" a pony omits, like an aura. If they are being their best, highest self—their sparkle shines brighter. If not, then it can appear faded or dim. In the new united Equestria, everypony is finally becoming their best sparkly selves and it shows.

But it cannot be seen by everypony. The Unicorns are more adept at reading and seeing sparkle than other pony kinds. Especially Izzy. When magic had gone away, everypony's sparkle had dulled... but not because of the lack of magic. Because of the lack of unity. They were not living as their best selves when they were leaning into fear, resentment, judgement, and prejudice. It is an embodiment of the energy the ponies radiate.

Every single pony—whether Earth Pony, Pegasus, or Unicorn—has Luminescence. They all have energy/spirit, so they have sparkle. Of course, everypony's sparkle looks different. To those ponies that can see it (like Izzy), it probably looks how it sounds—a subtle glow and shimmer

surrounding the pony. Izzy can see the color of the sparkle, as well as being able to detect when it is brighter. For example: Zipp when she's flying or Pipp when she's singing from the heart.

HARMONY TREES

THE PAST: THE "TREE OF HARMONY"

In old Equestria, there was a powerful magical tree called the Tree of Harmony. Located in the wild and dangerous Everfree Forest, the tree served as a protective measure to keep the forest under control. It also grew the Elements of Harmony—magical crystals that were in the shape of the Mane 6's Cutie Marks.

In MLP:FiM, the Elements were used as conduits of the friendship magic utilized by the Mane 6 that helped them save Equestria from villains on many occasions. The Elements of Harmony were ultimately destroyed by the tree itself, in order to protect their power from falling into the wrong hooves. Later in the series, the tree was also destroyed.

Note: In the film, when the Mane 5 are traveling from Zephyr Heights to Bridlewood, they walk past a landmark tree ("That's the tree from the map!") that is designed based on the old Tree of Harmony. Is it a magical tree as well? Maybe...

NEW HARMONY TREES

In our modern and changing world of magic, Harmony Trees will take on a whole new meaning. These trees literally have VERY deep magical roots and are actually connected to one another via an underground magical network.

Early on in the series (episode 102) a magical tree gets planted when the Earth Pony magic is going wild in the center of Maretime Bay. The M5, led by a hesitant Hitch, must work together using their new "flora" powers to tame it, which imbues the tree with the same friendship/unity magic as the Crystal Brighthouse. It grows with flowers that are the same color as each of our M5. At first, it seems like it may just be a beautiful tree. But later, it may actually become the key to much more.

The Wishing Tree in Bridlewood (introduced in Special #2: Winter Wishday), is actually a Harmony Tree as well. The Unicorns of today have always known it's special (a holdover from the past), they just don't know why yet.

The respective Harmony Trees in Bridlewood and Zephyr Heights will have their own unique looks/attributes such as cloud leaves or wild crystals/glowing swirls growing from them. But all three trees are important and connected.

TECHNOLOGY

After the disappearance of magic, the pony lands adapted and evolved in very different ways. After everypony was reunited, they began to share their technology with each other more, but each place still has a distinct relationship with devices.

ZEPHYR HEIGHTS

The most tech-savvy of the pony lands. Basically as technologically advanced as modern day New York City. The ponies of ZH use smart phones, tablets (“Fly-Pads”), and other digital devices. They have wireless internet and hoof touch-based locks. Giant screens play feeds of shows and commercials advertising their many brands on the sides of the tall buildings.

MARETIME BAY

More akin to the technology of the 80’s/90’s. They have alarm clocks, toasters, fridges, televisions, movie theaters, video arcades, trolleys, street lights, etc. Before the events of the movie, the defense factory made robotic wearables for ponies to protect themselves with against Pegasi and Unicorns. But nopony has cell phones—or at least not many do. It’s a simpler beach town life.

BRIDLEWOOD

Out of the three lands, Bridlewood is the least tech-savvy. They are almost frozen in time, stuck in a bygone era. Total “cottage core”. They have games like “Just Prance”—a wooden, manually-operated dancing game similar to “Dance Dance Revolution.” Sometimes, they host magical movie nights in the forest using a film projector and a sheet. But they are more interested in creating fantastical artwork, crafting, and drinking tea than in anything digital. Tech should be kept to a minimum in Bridlewood to preserve it’s whimsical, fantasy feeling.

VEHICLES:

Other than the trolley system and various carts in Maretime Bay, and the underground subway system in built into the mountains of Zephyr Heights (name TBD), there aren’t many vehicles in Equestria. In the past, they traveled by hot air balloon (see Hangar). But that mode of transportation has been abandoned.

THE CUTIE CRUISER: In the Winter Wishday Holiday Special, Izzy and Pipp creates a giant art installation piece that looks like a cool plane/flying ship. It becomes magically activated by Sunny’s Hope Lantern and powered by its energy so that the Mane 5 can travel far and wide together whenever necessary.

MUSIC

Music will play a key role in the show, with a song taking place roughly every 2 episodes. Many songs can take place onstage at Mane Melody—or somewhere that a musical performance would naturally occur. Rather than having all of the songs be “storytelling” numbers as we have in the past, many of these will be on-trend pop songs that will be in-world tracks sung/written by Pipp. Either way, it should help move the storyline along and also build a catalog of

repeatable/recognizable tunes that we can use in other ways. For example, Pipp films the music video of a song we heard in another episode.

CRITTERS

Along with ponies, Equestria is populated by adorable animal friends. Each land has their own unique critters that are native to it, but when ponies start intermingling so do they. Despite their differences, one fact remains true: they all love Hitch.

Maretime: The critters of Maretime Bay are like real world animals—pigeons, bunnies, mice, dogs, cats, etc. Since it's the seaside, we also have ocean critters like seagulls, various crabs, and fish. Note: Hitch has always had two loyal seagulls and a crab that follow him around like his little "deputies".

Bridlewood: Whimsical and unicorn-style "mashup" critters. Some have horns, some don't—cute armadillos, bunnycorns, raccoonicorn.

Zephyr Heights: Like the Pegasi, most animals in ZH have tiny little wings. Whether it's Cloudpuff the flying pomerian, squirrels in the park, or even the sewer rats!

Note: Down the line, we may give pets to a few of other Mane 5 ponies.

PONY FOODS

Technically, ponies are vegetarians and their diet consists of lots of fresh fruits and vegetables. But since Equestria is a world that mirrors ours, the ponies eat many versions of food that we do, as well. For example: In the film, we see Sprout eating pizza and Sunny asking Izzy if Unicorns eat pizza. Sunny has her smoothie and snack cart and loves to create recipes and cook all sorts of yummy foods.

But there should always be a good balance of healthy foods and treats presented in the stories. Also, if there is a chance for a pony version of a food, especially one that is traditionally meat-based, it should be (i.e. hamburger→ hayburger). The three lands also have their own unique culinary specialties, which is a fun way for us to explore diverse cultural traditions.

Foods mentioned so far:

Smoothies

Pizza

Fruit—Apples, Bananas, Glimmerberries (native to Maretime Bay), etc.

Salads

Carrots

Potatoes/Fries (Hitch's favorite)

Unicorn Cupcakes

Caramel Ponycorn

Cloud Candy (a Zephyr Heights specialty)
Cobbicorn (Corn on the Cob)

WHEN POSSIBLE, SPEAK PONY

In Equestria, everything-- right down to the language—is ponified. If there is a way to say it with an equine spin, we will. This is especially key in places like Mane Melody, where all of the beauty equipment has to do with manes and hooves, instead of hair and hands.

For Example:

Anyone = Anypony
Everyone= Everypony
Hand= Hoof
Hair= Mane
Butt=Flank
Girl= Filly
Boy= Colt

Also:

Year= Moon
Money= Bits
Walk= Trot
Run= Gallop

Slang/Repeatable Phrases:

“Hoof to Heart!”
“In a wingbeat.”
“Oh my hoofness/thank hoofness.”
“Fillies and Gentlecolts.”