

Stephanie sat in the chair before Sir Topham Hatt with Notches relaxing in her hood while keeping his head on her shoulder.

Sir Topham Hatt was still sore from being stuck as a statue for a long time but still moving as he sat across from her.

“Let’s begin with what I have known about Sodor so far,” Sir Topham Hatt adjusted his hat slightly. “But it will be enough for you to help with your confusion, Stephanie.”



Stephanie nodded as she listened to Sir Topham Hatt as she listened to his words carefully, even some that were explained to him by a few friends who came to Sodor a long time ago.

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*The Island of Sodor is a magical place created by Lady the Golden Engine with Gold Dust for many steam engines and humans to live harmoniously.*

*Lady was one of the many protectors of Sodor, who guarded Sodor against many dangers and was called a ‘goddess’ by many.*

*There were others like Lady, but most had fallen over time or by many battles against these mysterious monsters called ‘Nightmares,’ leaving only Lady behind as the main protector and giver of Gold Dust as she locked them away.*

*She went between the human realm and the island of Sodor to keep guard, even to make sure anyone could go through safely, but would not let anyone willing to give harm a pass.*

*There were many changes throughout history as time passed, but several stuck out to many people, with one human named ‘Dinah’ from the human realm.*

*Dinah befriended one of the engines from Sodor and soon decided to stay in Sodor with Wendell, the Silly Engine, the steam locomotive she befriended.*

*She was known for her vast knowledge and curiosity about Sodor's whistles and the use of Lady's gold dust, finding more than just whistles that transport you from Sodor to the human realm.*

*Dinah learned so many things from Sodor and soon settled down, meeting a young man named 'Ethan Topham,' Sir Topham Hatt's great-great-grandfather.*

*Dinah soon grew old after marrying Ethan and died from old age, causing Wendell to grieve her death, but he went mad after Ethan passed.*

*Wendall started lashing out at everyone; even the slightest criticism made the narrow gauge engine easily mad.*

*No words of comfort or affection would calm the angry dragon, eventually forcing the two brothers to themselves to seal Wendall away.*

*With many years passing after Wendall was sealed away, Lady befriended three children who came to Sodor and had familiar faces.*

*But while Sodor was magical, it had dark secrets underneath its glory and was the third child discovered over time.*

*He grew suspicious of the Golden Engine, asking questions about things he had discovered, but only had hesitation from Lady.*

*This hesitation grew as the third child, now an adult, discovered more dark secrets and confronted Lady after realizing the darkest secret.*

*He lost the Golden Engine's trust and distanced himself from anything magical, losing all his belief and returning to the human realm, not wanting to return.*

*His second friend's passing drove him over the edge, causing him to go into a blind rage and attack his other friend, eventually destroying the Golden Engine.*

*The Golden Engine laid dormant in the mountain in the real world for many years, the former friend rebuilding her back to normal as the magic in Sodor was slowly fading with the years passing by.*

*When the magic was about to disappear completely, a young child related to the former friend was taken to Sodor with the help of a family's cousin, helping to return Sodor to its former glory.*

*The island was back to its former glory, with new engines and companies forming, changing with time.*



*Eventually, three children appeared in Sodor, encountering the engines and slowly learning about its past, even the mysteries held behind closed books.*

*With these children, a familiar foe decided to arrive back in Sodor and discovered the*

*sealed engine the two brothers had locked away and was released by the same man who destroyed Lady.*

*The man was foolish enough to release the engine and said the engine went on a rampage, determined to destroy anything in his path to rebuild a 'perfect' world.*

*Instead of locking the enraged engine away like the brothers, they soothed the broken engine's wrath and mended its heart.*

*The engine remembered the good times with Dinah and soon returned to normal, accepting she would not be revived and keep moving forward.*

*With Sodor returning to normal, the peace did not last after many years had passed.*

*A new threat came and was called 'Nightmares,' negativity and evil thoughts created by the darkness in human's hearts, finding their way into Sodor and causing damage.*

*Many people tried fighting against these Nightmares but ended up being defeated as they were too powerful and attacked anything in their path, regardless of their differences.*

*But a good friend accidentally stumbled into Sodor when he was a young boy and met Sir Topham Hatt when they were young, eventually befriending each other.*

*They soon discovered a magical item created by their grandfather that allowed them to defeat these monsters and discover a way to turn Gold Dust into different abilities, creating a whistle that can change to use these abilities.*

*And are the ones that Stephanie is currently holding and is tasked with.*

*Even with these newfound abilities, there were too many Nightmares coming out of where they appeared as they grew up as teenagers.*

*The good friend and a few others combined and sealed the darkness, so no one else could be haunted by them forever.*

*But someone grew obsessed with the Nightmares after discovering its powers and found a way to enter Sodor, wanting to release the danger that was sealed away.*

*So that someone tricked Sir Topham Hatt's friend into taking them to Sodor but went to release it and was engulfed, transforming into a more menacing monster.*

*With no choice and the magic rapidly draining, causing any living thing to turn into stone, the good friend gave the important items to Sir Topham Hatt to escape, eventually sending the Dust Whistle to the human realm as a last-minute change.*

Stephanie looked surprised after Sir Topham Hatt explained everything to her as she slowly asked, "So... *I'm* the one who is supposed to defeat all these things and return Sodor back to its glory by *myself*?"

"Not theoretically," Sir Topham Hatt assured. "Since you are new around Sodor *and* are a child, my friends and I will help you with your task to defeat those things. You're not the only one who will do this alone."

She sighed in relief after Sir Topham Hatt assured her, saying, "Thank you, Sir."

But so many questions racked through her mind, wondering who was this 'good friend' and the 'former friend' that tricked him.

“Right now,” Sir Topham Hatt looked out the window as he watched the Nightmares roaming around as Stephanie looked. “We need to defeat those things to save Knapford and everyone.”

“Right now?” Stephanie asked as she felt worried about coming back. “Didn’t you say I was new at this?”

“Yes,” Sir Topham Hatt nodded. “But I’ll teach you how to use the Zodiac Pocket Watch to defeat them.”

That worried feeling grew in Stephanie’s stomach after he mentioned the Zodiac Pocket Watch in her hand, feeling she was being rushed into war with only a pan for defense.