

Session 1: *Time's are a Changin', But Why Should I?*

- **The Intro:**

War. War never changes.

The Romans waged war to gather slaves and wealth.

Spain built an empire from its lust for gold and territory.

Hitler shaped a battered Germany into an economic superpower.

But war never changes.

In the 21st century, war was still waged over the resources that could be acquired. Only this time, the spoils of war were also its weapons: Petroleum and Uranium. For these resources, China would invade Alaska, the US would annex Canada, and the European Commonwealth would dissolve into quarreling, bickering nation-states, bent on controlling the last remaining resources on Earth.

In 2077, the storm of world war had come again. In two brief hours, most of the planet was reduced to cinders. And from the ashes of nuclear devastation, a new civilization would struggle to arise.

A few were able to reach the relative safety of the large underground Vaults. Some found refuge, and with it, the ability to continue living a shade of the life they once led. Others were not so lucky. Odds are your ancestors were one of those few, and for their own reasons, chose to leave in search of a better life on the surface. You are now paying the price for their arrogance.

The year is 2161. The west is in a state of crisis. Organized super mutants roam the land, killing and abducting human wastelanders in the name of Unity. Mutated monstrosities destroy caravans, severing fragile connections between settlements. Raiders steal whatever isn't bolted down. And amongst all this significant chaos, is an insignificant you.

You are a mercenary. Born from unremarkable parents at an unremarkable time, you seek to find your path amongst the sand, rust and rads. Whether it be fame, fortune, or simply survival, you find yourself at The Hub, the largest trading outpost in Southern California, looking for the next job. The noise of a town crier beckons you to the city center. There, next to a crudely made sign, standing on a rusted shack, is a ghoul. He has an offer, one that a person such as yourself would find hard to refuse. Perhaps this job will be the one to finally set things right.

- **Part One: The Hub**

- Start in the hub.
- Describe ghoul, named Raphie representing the crimson caravan company, offering 500 caps for four mercs to transport four ghouls to Necropolis.
- They question him.
- He takes Morgan aside, asks what the hell he thinks he's doing.
- Morgan doesn't know what he's talking about.
- Raphie demands to know who sent Morgan's character. Again, he refuses to answer Raph's questions. Eventually, someone from the group overhears him and he is forced to play along.
- After the group makes introductions, they set out on the trail.

- **Part Two: The Road**

- As they set out, explain the rules of travel. Talk about water, food, and radiation. Talk about how each grid you enter, there is a table associated with what might happen. I roll a die and see what occurs. Each table has a severity scale, associated with the grid's location.
- Encounter One: A couple of dogs.
 - Party travels for a bit and is attacked by some dogs. Nothing they can't handle.
- Encounter Two: Resting for the night.
 - The party settles in and talks amongst each other, learning details about themselves.
 - That morning, one of the ghouls requests a detour after scouting ahead, claiming there is a raider band blocking the normal routes.
 - The party must decide whether or not to trust him.
- Encounter Three: Ambush
 - The party makes it to a ravine.
 - Ask for a perception check.
 - A shot cracks through the air, landing only inches from the person in the front of the caravan.
 - 10 individuals come out from various places.
 - The four ghouls hold them up.
 - The main ghoul says to put all their caps and stuff down. The party notices that they are wearing red face coverings.
 - Roleplay moment.

- The main guy says that they do not want to hurt them.
- They have the honor of confronting a great challenge.
- If they survive, they will be forever changed into the ascended creatures this world demands.
- They question what that means.
- The main guy explains that they will be changed into ghouls. If they survive, they will join a dominating force that can easily face the wasteland.
- They then notice a ghoul in the party and question him.
- Roleplay moment.
- They curse and one of the main guys says to kill him.
- The party must make a decision whether or not to confront these guys.
- They lose and are all knocked unconscious.

- **Part Three: The Cave**

- While unconscious, they hear faded voices. One ghoul is infuriated that the party killed one of their own.
- The other ghoul is stating that their leader will get upset if they don't confront the trial as commanded.
- The other ghoul says: but they killed kyle!
- He eventually convinces the timid ghoul to throw them in a different cave, their leader will never know.
- They agree.
- They wake up in a cave. It's dark.
- They have to find a way out.
- They hear roaring in the distance, they have to try to sneak.
- They find healing supplies and try to patch up quickly.
- They also find old dynamite, perhaps an attempt to close off the cave so the deathclaw would stop killing people
- Eventually a deathclaw finds them.
- They fight it, discovering a way to subdue it before it kills them all.
- Most likely will blow the cave entrance.
- They know that the payment the main guy receives is all their weapons and caps, so they go back to the Hub.

- **Part Four: The Kill**

- They go back and confront him.

- He begs for his life.
- A guard intervenes.
- He asks why he is getting threatened.
- The party explains.
- He asks them to prove it.
- One of the special items that is custom engraved is found on his person.
- The guard says since this is a person, they can kill him. In reality, he is under orders to find a way to dispose of this man without directly killing him. The faction that employs Raph is powerful and the big three have a decent trading relationship with them.
- The party kills Raph.
- The Outro is Read.

The towns folk stare on, until boredom sets in. Eventually, you five are left alone. There you stand, at the foot of a corpse, one of billions that water the apocalypse. An unremarkable man, dead at an unremarkable time. Soon, his body will decompose, and what will remain is bone, then dust. Questions remain, but to seek answers ends only one way. The body on the ground is proof of this.

He, like you, means nothing to the grand design. In your soul you know, his death only served personal ends, revenge. But you took it anyway. Because tomorrow, you could be the one at the end of a barrel. One can only hope for such a quick end. After all, death begets death. It leads down a never ending chain, each link binding us all to the great curse of humanity. As hard as we try, we can never break it. Many ask why, often at their end, and the answer is simple:

It's because war... war never changes.

End Session 1