

War. War changes everything. It affects everyone. Those who are not soldiers fight to supply them. Those who remember peace kill to find it again. Those who lead the charge die in the crossfire. Moral or physical, the sacrifice is the same, and everyone must make it. In war, every foe vanquished is a friend lost; a lover taken; a family torn. Every nation that falls is a people destroyed, and at the end of the war between Ponies and Zebras the people of Equestria were nearly annihilated. The survivors retreated into their Stables, condemned to eke out an existence in twisted societies, while outside a nuclear winter dragged on throughout decades. Not all people were so lucky.

For the Changeling Empire, the war spelled out a more certain death and doom than for any of the ponies caught in the balefire. All love had been drained from the world, and so, faced with extinction, they vanished to places unknown. Now, a lone worker has awoken, confused and alone, to try and find love in a land filled with hate...

Fallout: Equestria - Change