**Establishment of Nithran**

Queen arrives in a burgeoning town on the coast of the northeast continent. Its walls are strong, but not tall. Elemental activity is low here, and several large buildings around the city denote where escape pods had landed centuries before. Having gotten a head start on technology and population, the city is on the verge of industrial revolution. The climate is somewhat cold, leading to large amounts of steam and smoke flowing from the sewers and houses giving it the name Mistran.

Upon arriving, even though her disguise has been improved over many years, Queen is on the verge of panicking. So many people, so many sounds. She finds solace at the church. After a few years of learning the doctrine, she is accepted as a nun. While serving as a nun, Queen enters a period of depression. She feels exhausted with life. More than 300 years have passed since the Mothership crashed, and Queen’s sense of time is wavering.

During a week-long mental pilgrimage, sitting in the lower library of the church, Queen has an epiphany. From her wandering in the Dark Age, she knows she cannot die by normal means. The Mad God was similar, only able to die after inordinate amounts of energy were expended to destabilize his form. Perhaps she could build something similar, and end her existence. The humans could take the place of her Demons, and assist her in generating enough energy.

To attain control over the city, Queen knows a rebellion will be required. There is some disquiet over the current monarch, who has pushed against trading with neighboring settlements. He claims the Mistran economy grows stronger when focused inward. While true for a while, producers seek to open the walls and begin trade in earnest. There has also been a recent trend for the financial overseers to be quietly swapped out.

Queen spends decades living different lives, using different disguises that she slowly modifies to show aging. She views how the town’s military operates, how nobles interact with the government, and hears the plights of many commoners just trying to get by. Word from outside the city gives her valuable insight into how nearby rebellions failed. History on the city also lists failed rebellions--Usually quashed by military might.

Rudimentary radio transmission is set up in the following years, and Queen has risen to a leading role in the church once again. Using her position, Queen establishes a daily radio sermon. The church is initially against it, but donations soon begin to flow in. The monarchy supports the use of radio, and soon most of the population of Mistran is listening in. Slowly, Queen begins to add in subtle anti-monarchistic notes. Codewords for assembly lead a dozen or so listeners to meet with Queen. A plot to overthrow the monarch is constructed. They plan for the church to take over where the king now sits. Over the next few months, the group swells to include a majority of the population.

On a foggy fall morning, Queen’s broadcast starts early. The final codeword is given at the start of the sermon. People across the city head out into the streets, wearing church clothes as masks. The central castle is soon surrounded. Guards at the castle are disorganized as many of their leaders are absent, assumed to be among the crowds. The doors are surreptitiously unlocked, and the crowds burst in. The king and his close nobles are killed, and Queen appears on the scene. She anoints the throne with a symbol of the church, and takes a seat.

The years following the coup are prosperous. Trade is established with neighboring settlements, and the influx of goods sparks the economy. Wooden houses are torn down and rebuilt with high quality stone. Industry kicks off like never before, with new access to coal mined elsewhere. Small parts of the city begin to electrify. Queen holds many celebrations for the rapid progress, fascinated with the humans’ music and dance. She pushes for more invention in these areas, igniting a culture boom. Musicians would be paid to play before Queen and her nobles.

Queen’s appreciation of revelry grows and grows. Soon, there are no breaks in the music. Bands swap out once exhausted, and Queen just keeps dancing. With their leader effectively absent, Mistran begins to suffer. Crime lords reign over sections of the city, or take over entire industries. Trade begins to fall apart as too much is taken by robbers. Guards are disorganized and not well-trained, the military having fallen by the wayside in the rapid expansion.

Blindly, Queen dances. Neighboring settlements begin to take a closer look, and some Mistrani that travel relate the city’s status to them. Information works its way up, and soon Mistran has representatives attempting to re-establish contact. They find the noble class only retains a few people, and the city’s wealth has dried up. People toil at work, trudging through the black, smoky streets.

With news of the city spreading, some previous trade partners become angry. An army approaches, performing a siege that only lasts an hour. They march through the streets to the castle Queen dances in. The musicians flee, and for the first time in years, Queen is broken from her stupor. She is confused, but surrenders when the generals request it. She is thrown out of the city, and driven into the forest by a mob. She sits in silence for days. It isn’t quite depression, but almost a surprise--Shock perhaps. Winter begins to set in, and the forest goes quiet often. The deep silence is brutal to Queen’s senses.

After a long while, she gets up. She builds a small shelter, and spends a few weeks taking long periods of silence. Mistran recovers quickly. The few remaining nobles are similarly thrown out, and the majority of the population welcomes the external control. A small faction, mostly previously well-paid musicians now out of a job, still voice quiet support for Queen and her treatment of the arts. But they are quickly shrinking in the face of rapid economic recovery.