Mustaran History:

1. A dead world is brought in from the old universe, and placed in the Gala system by the Old Gods.
2. The planet is experimented on, in an attempt to make it habitable. Still using unknown methods, they succeeded and ended up creating the three distinct biomes on the planet; although it was quite unstable and very volatile.
3. However there was a chance for life, and bacteria and early flora was introduced onto what is now assumed to be Enlyen, due to the more stable tectonic activity. The evolutionary processes were enhanced to progresses at an unnatural speed; with an unforeseen cost of any magical potential for developing species, as the planet began to absorb all internal, and external energy sources used to summon magical abilities.
4. In return the planet, the planet became less hostile and life began to thrive. The Old Gods began to further guide the evolutionary track, so the newly formed life could survive each area without any real ill effects to their physical wellbeing. This ends up creating what will become the foundation of the future foundation of the Mustarans, whom in time began split into three races; Enlyens, Aquferins and Fairans. They then the left the planet to itself, leaving it to the nature as they travelled to find another area to bring back a dead world. Various names are given the planet, such as Fenilack and Radohsi.
5. Within 4,000 years each area had been dominated with the species, whom battled with each other constantly. Mainly the Fairans as they required basic resources; such as water and farmland, which isn’t as in abundance in Faira as it is in other places to support their growing population.
6. Around the time when gunpowder was discovered by the Aquferins and the discovery of bruili by the Enlyens – the two races, under the leadership of the Enlyen Premier Orion Auros invaded Faria to finally supresses their aggression; lasting eighteen years.
7. However, thanks to their powerful martial sense and standing military, Faria broke through one of the many holes in the Enlyen territory, establishing a naval base and using pre-made ships they invaded an unknowing Aquifer; creating a second front which was essentially one-sided due to most of Aquifer’s main forces held up Faira, and it’s greatest fleet destroyed in the port of Neverpolis before it could be mobilised.
8. Faira could easily hold two front lines and after two years, they even invaded the main islands of Aqwuerin, capturing most of the council of Chiefs in the Aquferin capital. Under the commands of the now infamous Grand General Luic’is, he had the entire Aqukferin council murdered, hoping to demoralise their enemies. With no government, Orion’s Enlyen government in response stood in by proxy until the war was over.
9. The war in Faria was held to a standstill, due to the hostile terrain and hardy Farians who knew how to use the landscapes to their advantage. But the decision to keep the Aqukerin forces there, instead of using them to aid in Aquifer meant Faira could gain no head and forced them to a standstill.
10. The Enlys figured out how to finally forge, smelt and work with bruili more efficiently, making it slightly lighter so it could be used I melee combat, which the Fairans seemed to enjoy and be used as an armour, on both warriors and ships.
11. After this development, the Enlyen government began to build up a navy and introduced a draft to create a large fleet, big enough to challenge the foothold the Fairans had gained in Aquifer; whom had begun to invade the remaining resistant islands, and the final stronghold city of Fallcoast.
12. The Enlyens deployed their new fleet, and managed much like the Fairans had done in the beginning; to trap their fleet as they were bombarding the city and the surrounding area. After a long, nine hour battle, the Fairans lost their fleet while the Enlyens lost hardly any due to the deployment of bruili on their ships and personnel. The land based forces of Faria was quickly defeated, ending the raid on Aquifer once and for all.
13. The next four years saw the war in Faria take a more steady approach, as more support began to pour from a recovering Aquifer allowing them the ability to hold areas in Faria and push them back for the first time since the war began.
14. Within two years, the Enlyens and Aquferins had managed to reach the Farian capital of Sinto. Not desiring a siege, the last real force of Faria sallied forth for a battle in front of the city. With numbers and technology in their favour, the allied Enlyen/Aquferien forces won although at a massive cost; killing King Mal’sron leaving his daughter Alexis to deal with the negotiations.
15. Alexis after much negotiation, surrendered and the war was officially over.
16. After the war the Fairan Monarchy was abolished, and Alexis –after being charmed at the negotiations became a lover, and eventual wife to Orion Auros much to the disbelief of many others. Grand General Luic’is was imprisoned for life due to his heinous war crimes, as was a few other Mustaran military leaders who had taken power during the war. Although the majority were pardoned, as most were more honourable in their approaches to warfare.
17. With the murder of the Aqukern chiefs, and with the proxy government becoming null due to the end of the war, the people of Aquifer instead decided to keep the proxy government, becoming part of the Enlyen government as it offered a more stable government then the traditional chiefdoms; unifying the two countries under one banner.
18. A new government was set up in Faria and was to be monitored by Enlyen officials, although this was extremely unpopular with the native Fairans who prefer rule of a Monarch.
19. Unrest however was up high in Faira, even after twenty years. Soon, a revolution to restore the Monarchy became more and more powerful. And soon, nearly all of Faria was defying Enlyen policy in open revolt.

1. Another war looming with a more powerful Faira was looming, a retired Orion Auros suggested giving the Fairans what they want, but create a fair governmental system to make the government to be never undecided while keep an Monarchy as a political force at the same time.
2. Agreeing to the proposal, a treaty was signed with the opposition; the Unification Pact. It allowed the restoration of the Fairan Monarchy with Alexis back on the throne with Orion as the Prince Consort, whom governed over Faira while allowing representation in Enlyen and Aquifer. After a single year, there was real peace for the first time in the planets history; as all three cultures began to meld together. Eventually, the planet came to be known as Mustar, with its inhabitants known as Mustarans.

1. The system continued for the next six hundred years, with little to no disruption. It was a perfect system for the Mustaran people; allowing mass advances to every corner of society. The crowning moment was the first meeting with the colossal Genlor in their system, whom they knew existed for some time. Meeting above the neutral planet, Galarix (or Jaolopi in Genlor lore). Although this meeting became hostile when the Grand Genlor Chief demanded a tribute, hoping to bully their neighbours for new power as they did on their home world. This was refused, and the Genlor party assaulted the Mustaran party causing the ship they were on to depressurise and killed the majority of the members present.
2. As technology advanced, the two races became more and more hostile until eventually a war became feasible with the creation of rapid space travel in the system. The Genlors invaded first, wanting to avenge their dead Chief, even after sixty years since the event.
3. The invasion saw how powerful Genlors are, even on the different of Mustar who could change what very air they breathed. However, Genlor seemed to be typically focused on killing as many people as possible. Not the hold and control the Mustarans use, and were eventually driven back to Genlakken when Mustar managed to destroy Genlakken ships using nuclear warheads.
4. Studying how the Genlors built their ships, and adapted them; in four years, the Mustarans built a fleet of three hundred. It was also at this time they noticed Mustarans couldn’t put bruili shielding on their ships due to its weight.
5. In under a year, the Mustarans won a total victory due to their more unified population and government and refined military. Unlike the more separated, and unorganized Chiefs on Genlakken. Although it was hard going, due this being a new form of warfare for both people, and thus casualties were low. However this war became the founding blocks for the advanced and powerful Mustaran military tactics later on in history.

1. A peace was declared, and Mustar won the respect of Genlakken whom were surprised by the Mustaran. Due to the low casualty count, and some reparation payments a firm alliance was built in time between the two races, and the Gala system was renamed Helisk (Partnership, in Genlakken) and both races began to joint venture on almost everything.
2. Ninety years later, with the development of light speed travel becoming more and more a reality; the Drakanae made contact to Mustar. Not fully understanding that the Mustarans and Genlors were more advanced than they thought, they decided a landing on Mustar, in an attempt to open communication channels. Mistranslating the initial messages, the Mustarans opened fire in the invaders and killed a few Drakanae in the process.
3. Understanding the true light of their advancement, the Drakanae took a more cautious approach and established communication from a distance; and eventually forcing the Mustarans to understand that they possessed technology that could wipe them out.
4. After a year of talking, a deal was made for the dead Drakanae; that Mustar would be given the theories to inter-space travel but join a new organisation called the Triad with another species, the Coleopterans and preserve a set of ideals, freedom, equality and peace. Accepting, the Mustarans with help with the Genlors managed to create their first inter system ships and began to settle new worlds the Drakanae pointed out to them.
5. After a century, Mustar had rapidly grown and established a galactic Empire, while building up a military and economy that began to rival even that of the Drakanae and the newly introduced Coleopterans. It was discovered around this time that the Genlor population was in serious decline, due to their low birth rate and decided to stick to Genlakken instead of spreading out among the stars, asking for Mustaran protection while they addressed the problem; whom agreed as Genlakken became a planet-state.
6. It was about this time the Ancients revealed themselves, just after they were created and told the Triad all about the secrets behind the creation of the universe and the current problem with the rampaging Godslayer, whom was bearing down on the Triad, and smaller species who have yet to develop to protect themselves. This is where Amethyst, who was given the memories of the experimental gods who brought Mustar from the old universe told the Mustarans of their origins and the mystery as to why they cannot perform magic, and why some survive long after their expected lifespan.
7. The Triad gave the Ancients full usage of their power, with the aim to defeat this threat to all life. Amethyst, after some time managed to unlock some of the potential for some Mustarans to control magical energy for the first time; although not as powerful as Drakanae or diverse as the Coleopterans. Although, this still created many powerful pyromancers, and a fewer geo and aquamancers that few could match.
8. The Mustarans, and the Triad prepared for war and built and research many ways to conduct a war on the galactic scale, something never previously done. The crowning achievement was the building of the ….fort on Skaraapesh whom was thought to be impervious. Bruili, once thought pointless in space combat, was revealed to by Amethyst that it could be lightened to the point it was nearly weightless and even synthetically created allowing it to become the iconic metal used in the Mustaran military. Although it involved so much power, only nuclear power was economically feasible in this processes causing widespread areas to be radiated to the point only Genlors and Drakanae could survive nearby.
9. Within a decade of the Ancients appearing, the Demon forces are first spotted on the edge of Drakanae territory, attacking the primitive world of Yggdrasil and its developing, human population that had come through an unexplained rift in space. The first of the Triad’s forces were sent to repel the attackers, composed of the largest amount of fleeted Mustarans to date. The planet, after several weeks of fighting was saved, but only at a greater cost than expected.
10. Thinking the only army of demons had been repelled, the Triad relaxed a little and relished in its soon to be short victory. Soon, the main body of the Demon Horde was suddenly attacking massive chunks of Mustaran territory due to being the frontier of the Triad, pushing back the local forces and taking seventeen colonies in a matter of days. Other parts of Triad territory was also attacked.
11. With the main focus of the Mustaran military focused on halting the invaders, the homeworld of the Coleopterans and Drakanae; Skarabox and home to the Triad HQ, a grand fortresses was left wide open. The personal army of Godslayer, one previously thought to only be a small vanguard descended on the world. The god killer itself came to the battle, and trapped a majority of the Triad government, including three Ancients. The HQ was used as a distraction for the colossal being, a great evacuation was attempted on the other side of the planet. While the best, and well trained Triad soldiers remained to hold the line; including seventy percent of the newly created Mustaran mages.
12. The evacuation was highly successful, but the Drakanae and Coleopterans lost their home world which the god killer used as a base and trophy. And later, it was discovered the Coleopterans had also been infected with an unknown, very intelligent killer virus which had managed to spread to every member of the species and in which weeks, killing them at whim to the point that they were almost extinct. Leaving as many as twenty alive, as they manged to escape the virus as they were in the Aether. This devastated the Triads once powerful influence, as the Drakanae territory and the lesser worlds were under full slaughter due to the lack of resistance.
13. Taking drastic action, what was left of the Mustaran Empire began to evacuate as many as possible away from the projected path of destruction, and rehoming them within the Empire, granting citizenships to non Colepetrons races who were part of their government and providing homes to the displaced Drakanae.
14. Seven years later, the Mustaran military, combined with the Drakanae managed to slow down the Demon advance to the point it was possible to liberate planets, and systems once infested with them. Although they were surrounded, and the Mustaran Empire was beginning to run out of resources to keep up to the fight.

1. The properties of the virus which eradicated most of the Colepetrons, after much research was understood and recreated but tailed to Demon physiology; although it was less potent or powerful.
2. With this new weapon, a plan was designed to destroy Godslayer’s personal army and the God killer itself. Knowing killing the horde leader would disrupt order in the naturally chaotic twists of life. Hopefully giving the Triad a fighting chance. Sending a small, highly elite team composed of a team of two Enlyens, a Genlor and Drakanae to the occupied of Skarabox, where Godslayer was resting after a massive battle on the frontlines, the disease began to spread among the planet; weakening the Demons and Godslayer personally.
3. Most of the Mustaran army and what was left of the Triad invaded the planet to defeat the god killer, but even in a weakened state Godslayer could not be killed and had to be sealed. The Ancients, understanding the power it wields, knew only Old God magic would be powerful enough to keep it bound. Utilising the natural energy of Skarabox, the Ancients power and the last of the Colepetrons, Godslayer was eventually sealed. Causing the planet to wither and die, and suitable for only Demons to live on. The final Colepterons were also sealed with it, whom vowed to keep him under guard for eternity.
4. After Godslayer’s defeat, the rest of the Triad managed to push back, and destroy entire armies with little effort – within a year the Mustarans had taken control of all its lost territory and the war was official over with the Glorious Conquest of Vernos Morgon, the first ever planet taken by the Demons; destroying the last Demon horde and scattering the rest to the edges of liveable space.
5. The Ancients went into a slumber, vanishing from view and the Drakanae began looking after for a new home. The Mustarans, being the only real power left dissolved the Triad, so it could re-focus on rebuilding its lost fortune and military. Understanding the Triad needed at least three member races to persevere Peace, Freedom and Equality.
6. During the rebuilding phase, the Mustarans aided in the construction of the Skarrapraech, a colossal, acritical undertaking for creating a perfect world of the Drakanae; who couldn’t find the ideal world for the majority of the race.
7. Younger species, such as the Terrans and Torlans began to enter the galactic stage and Mustar opened up friendly communications with them. Only asking them to keep the peace, and expand to areas that haven’t been previously settled. Only one race refused this demand, the Aelvorians whom saw everything as theirs, expanding into previously settled lands of both Terrans and the still rebuilding Drakanae. Mustar intervened, and a small scale war began but quickly the Aelvorians surrendered and agreed to halt its aggressive colonisation; due to the vastness of the Mustaran military.
8. Many years later, the Drakanae proposed that the Triad needed to be reformed, as the core values it represented, was beginning to decline inadvertently as the Mustarans got more powerful. The Mustarans agreed, taking up its old mantle to preserve peace in the galaxy. While the other races began to enter into its membership, everything began to balance out as it did before.
9. With the reformation of the Triad, the Mustaran Monarchy saw it was time to lay down its political influence inside the empire, and instead represent the race in the Triad. It was voted in that the reigning monarch, or a chosen royal member (no matter the relation) held priority over the office of Sectin.
10. With the population of Genlakken finally recovered, the Genlor began to interact more with military affairs Mustarans. They proposed that an elite force of special agents to keep small time trouble so the military of Mustar could keep attend to larger matters. Originally only Mustarans and Genlor were chosen to patriciate in the gruelling training on Genlakken but its great success even after a few years opened recruitment to others races; being named the Putis Incendia. They also replaced the previous order, whom protected the reigning Monarch; the Death Lords.
11. Years passed by, and Mustar put down rising threats to preserve galactic peace, including small rebellions and crime waves. But it couldn’t stop a war between the Aelvorians and Iehashtovorkian, the first real conflict since the Demon Wars. As who started the war was unclear, Mustar could not intervene and had to watch as it concluded itself.
12. The war between the Aelvorians and Iehashtovorkian forced the Triad to reform into something that could deal with any more possible conflicts. Creating the Sectinate, where the five most powerful nations controlled a majority of Triad policy, which included Mustar. These reforms managed to stop any major conflicts between any nations before they got too hot, although it wasn’t very popular with smaller nations.
13. With peace being achieved for so long, there were campaigns within the Triad to demilitarise close to sixty percent in all branches of the Triad, including the Mustaran Empire. It was expected that the Mustarans would object, but agreed as they too saw peace was finally achieved in their eyes. In two years, the Empire had meet the proposed cuts, although funding remained the same.
14. Within seven years, the political power in Mustar had severely waned unexpectedly; and more in favour with the Drakanae and smaller nations, whom were getting more favour within the Triad. The final straw was when several, remote Mustaran colonies near Drakanae space; where claimed by King Rekallak, using forged stewardship decrees. Mustar objected at these claims, stating they never gave such permission.
15. The colonies were eventually given away to the Drakanae, as well as the few inhabitants there and the infrastructure; which was notably bruili manufacturing. Angering the Mustaran government, as bruili was only solely mined and refined by Mustar, seen as a cultural heritage. Now, for the first time in its history, it was in the hands of another race whom the Mustarans had constantly refused to experiment with it. Being a massive advantage both their economy, and military
16. Understanding the inevitable, especially with the Drakanae leader; King Rekallak was getting more and more ambitious, the Mustarans began to find ways to increase their power without increasing troops, with an aim to keep the peace. A new theory was developed by a Genlakken scientist, whom passed the secrets to the Mustaran Empire. It proved that it was very possible to render Drakanae magically sterile, and strip them their advanced healing for a temporary amount of time.
17. Using the information, project Dragonbane was initiated; a weapon capable of pressuring the Drakanae, and sending a message to other nations that Mustar was still very, very capable of being a major player without it’s military.
18. Within a single year, the weapon had been developed was tested successfully. However, one scientist revealed the plans to the Drakanae, and King Rekallak demanded the weapon given to them, so a weakness may be found; or risk facing his wrath. Mustar declined, already beginning to build up its weakened military for what they knew would be a long war, if Rekallak decided to actually attack.
19. The first skirmish didn’t come until another year after, with little warning. In fact Mustar had been leaked information another colony would have been attacked. A small farming community of mainly Mustarans and a few Genlors on the fringes of Mustaran space, was invaded and within a matter of hours under Drakan control. But this wasn’t the end, every undefended, lightly defended colony within a matter of a few days were taken from Mustar. Taking eighteen planets, and two entire systems.
20. Mustar responded by trying to take the captured systems back. While the smaller colonies were to be liberated by the Putis Incendia, who were meant to hold them and build up militia force to repel any new invasions. However, with an equal sized army and, even after many years still at a technological disadvantage the Mustarans had to result to more of overwhelming tactics to get anywhere. Doing so in the captured system of Lorick, they send half of the armed forces to try and take it back, and in doing so easily they found a small detachment.
21. This was a trap, as two Drakanae fleets came out from a crude form of cloaking device, never previously seen. And within a single hour, Mustar lost half its military, lost their systems and was already near a total defeat.
22. The agents of the Putis Incendia however where more successful, due to their operation in small numbers. Liberating twelve of the outer colonies without the Drakanae’s knowledge. They had been given a long term goal; to build a secret militia force capable of doing serious damage, but not bring the full attention of the Drakanae to themselves.
23. King Rekallak thought he had already won by this point, and sent diplomats to discuss the end of the war. The Mustaran King, Gellinix simply laughed in their faces when they arrived; asking if they had come to surrender? Rekallak became enraged in this, and began planning a direct invasion of Mustar. Something they were anticipating.
24. Understanding they couldn’t defeat the main force of the Drakanae, Mustar took on a carefully planned scorched earth policy, getting the most of each area and then retreating back through the direct route to Mustar and some of the surrounding areas; and harassing their enemy when possible. While also fortifying the capital system.
25. It took sixteen years for the Drakanae to finally break through all of Mustar’s inner defences, due to the Mustarans adopting more guerrilla warfare tactics, over conventional ones. The Drakanae commenced what they thought would be a quick siege of the system. They were wrong when they met four fleets newly built fleets, and six fully fortified and garrisoned planets.
26. Even with the huge defences, eventually the Drakanae reached Mustar; after a brutally difficult and long siege of Genlakken, which took well over twenty percent of the invaders. They forced the final Mustaran fleet behind the planet to conduct repairs and recharge. Still very powerful, the Drakanae navy, like many times beforehand, began a land invasion. Their aim, to capture the Mustaran King hoping it would force the Mustarans into a surrender.
27. However, there was a realisation on the Drakanae’s part. The planet itself, was weakening their mages and magical devices to the point they were almost useless. Only Star-Level mages, and Mustaran mages seemed to ignore this gruelling penalty. Having to rely on other means, such as close combat, the Drakanae couldn’t win a single pivotal battle. They also couldn’t call in for supplies or reinforcements, because the Putis Incendia had finally made their move. Cutting off the supply lines behind them, and began to reoccupy the worlds not affected by the costly, scorched earth policy.
28. A desperate attempt to capture King Gellinix was attempted, whom was in Sinto, Faria at the time. While the main Drakanae force attacked its walls, many sneaked in in hopes of finding him. Again, they didn’t see the personal guard of Putis Incendia intervene and cut down anyone within a six mile radius of the Hardened Castle.
29. The forward Drakan army made little headway, due to the lack of magic and terrain. It was soon shattered when the garrison of Sinto sallied out, and overwhelmed them. The fleet above Mustar turned tail, and tried to return to return to their own territory but was intercepted by a lone, bruili clad ship; now famously known as the Blocker. A ship built using the foundries that the Drakanae stole, and it blocked their escape route; helmed by the Putis Incendia sent to wreak havoc in enemy lines. The Drakanae opened fire, but having used most of their powerful weapons the fleet couldn’t destroy it; giving time for the remaining Mustaran fleet to come out of hiding and flank them. The end result of the Drakanae fleet was total destruction.
30. With the Drakanae forced from their territory, and their military smashed to near nothing, the Mustarans took another bold step. Thanks to the efforts of the Putis Incendia, an information network had been set up in the Drakanae government. And soon discovered that they had no real way of keeping an invasion force out. They took their last fleet, and got the majority of their military to join them; their destination, Skarapeash.
31. Only weeks after the Mustar had beaten back their enemy, they themselves were sieging the Drakangae homeworld, while the Putis Millita went around Drakanae territory to prevent any supplies reaching them. Hoping to starve them of every resource.
32. However, it became clear the world was self-sufficient when it came to food and basic necessity to keep society going. Although they couldn’t grow or rebuild their military. And it was well known Mustar couldn’t invade with its current forces, so a stalemate ensured.
33. No one knew how long the siege was going to last, but no one expected it to last close to seventy years. However in that time, Mustar had manged to rebuild up a decent military and had been more than ready to finish of the war. However one issue was the Drakanage magic, an incredible advantage. And seen what happens when it was stripped from them, seen with Mustar; a raging debate if Project Dragonsbane should be used.
34. After much discussion, it was decided to use the weapon; but if Mustar was to win the war, it was decided to not impose any demands of them, due to the vile nature of the weapon.
35. The weapon was fixed upon the MS Sensation, a large cannon and moved up to the siege area. A warning was sent to the Drakanae council, declaring Mustar’s intentions for the weapons usage and offered to open up diplomatic communications. However this was refused by King Rekallak.
36. On the seventy-fourth year of the siege, Mustar used the weapon and localised it to the exo-crust only where the majority of the Drakanae military was stationed. They then attacked key positions, taking over the outer part of the planet in days, finally breaking the stalemate.
37. Seeing this new, real threat the Drakanae quickly opened up communications. However no settlement could be reached peacefully, due to King Rekallak constant demands on Mustar. And so, it was decided that one final battle was to finish the war; on Khealin Ridge, a chasm formed during one of the many wars between Magmare and Kaíotika. Two armies of equal strength was to fight out at midday, and the first to concede was to win the war. In light of history, it has been agreed that both sides were so tired of war, they cared not on who would win but wanted to see it end. Which is why Mustar gave up its massive advantage for a quick end to the war, favourable or not.
38. On the ridge, the battle was held on formal ground where the enemy leaders met beforehand. King Rekallak had decided to head his army, while Princess Kleel and General Hack’le headed Mustars. They discussed the rules of engagement; Mustar wouldn’t use Dragonsbane and the Drakanage wouldn’t polymorph into their true forms. No vehicles or incineration weapons were allowed either.

1. The battle began at precisely midday, and the Drakanae army held, using their magic’s to bombard Mustar from a distance, whom began to advance inward; knowing their best chance was in close combat. The bombardment only caused light casualties, but did slow their advance and forced them to use their limited ammo supply to try and reduce the frequency of impacts.
2. Eventually, the Mustarans got close enough to inflict damage. Using a massive shield wall streaching miles across, they used bruili shields and sharpshooters to take down troublesome mages. But the fight was still even, and continued to rage on well into day and most of the night.
3. Under the cover of darkness, and using the noise of the battle; a team of Putis Incendia had been tunnelling under the Ridge. As the night began to wane, they managed to reach the command camp of King Rekallak, and tunnelled out. They found him, and a battle ensured with the Magmarian King, whom slew half the team personally. Until he met one, unassuming Fairan. Only classified records know her name. Rumours have it she was a member of the noble family of Gond, but it isn’t confirmed. She killed Rekallak, and with his assassination, a ceasefire was called as the new monarch had to be elected.
4. The new Drakanage queen called for a ceasefire, practically surrendering to the Mustarnas. Within hours, an agreement was made. Mustar would abandon any and all anti-magic technologies, and mothball Dragonsbane, while Mustar became exempt from military laws dictated by the Triad, and all territory from both sides were returned to their rightful owners. A new Triad treaty was also signed, due to the long length of the war and for the sake of the sustainability; the Gestran Treaty prevented any Triad member declaring war on another, or face the entire Triad in such an act.
5. After the war, the Traid was weakened but peace had once again be achieved. The rebuilding processes was long for everyone. With displays of great martial brilliance from both the Drakanage and Mustarans, no real conflict broke out, crime was low and health rates began to sore; meaning there was no real need for an advance in technology. This peaceful age was donned the Stagnation Period, as mostly everything came to a peak in development.
6. However, this wasn’t the real case. During the rebuilding stage, there were people who used the chaos to gain control, power and influence. The Liberators, or now so called in the current age, the Tyrant Legions believed that ultimate equality and peace hindered their personal freedoms. And a certain Mustaran Prince, Ringo Grint believed that in order to maintain a permanent peace; certain induvial needed ultimate freedom. He saw the end of the Drako/Mustaran war, and was a highly important diplomat; and kept living well into his eight hundreds due to the mysterious magic that keep some Mustarans alive, until they feel they are no longer needed. He began building up followers and making allies across the galaxy. However, he died before he could implement his plan, and so left it to his grandson, Pitros. Pitros renamed the organisation from old history; the Death Lords, the old precursors to the Putis Incendia.
7. When the time came, a whole galaxy uprising started suddenly. On Mustar, this was Grint’s time to press his claim to the Mustaran throne, using his small build up force and attempted to siege the capital. However he was bitterly defeated, and died within two days of even trying. However, some Death Lords escaped and continued his work in his name.
8. With Mustar occupied with its own Tyrant problem, it and the Triad could do little to help other people deal with their own. Some revolutions crumbled, while some where highly successful. But this marked the end of the Triads total control over the galaxy, and the ideology for the ultimate freedom began to grasp the minds of powerful individuals. And so, after the revolutions died down; a cold war began and in some cases, small shadow wars were fought in secret. Ending the peaceful era, as the tensions between the two began to increase.
9. Over seven centuries, Mustar used its incredible military to keep the Tyrants from expanding aggressively, and limited their options; keeping the Triad on top with a massive advantage. Recently, many believe that the Tyrants managed to convince a powerful Demon to invade the Mustaran capital, using a very dangerous, back route channel through uninhabitable space. Bypassing the Mustaran defence, a massive Siege Ship arrived right next to the capital city and began wrecking the everything it could touch, even sending a massive force of Demons to try and sack Orion Auros; the capital city of the Empire. The reigning King Galon was the only one in charge, and didn’t give direct orders before they did untold amounts of damage. Hoping a detachment from Faria would liberate them. This failure made people through the galaxy to see that Mustar isn’t as all powerful as it appeared, and the Tyrants began to capitalise on this.
10. Even more so when King Galon, was eventually convinced and warped by the Tyrant ideology, by the incredibly powerful and influential Tyrant Lord Shan-dor. The King, although against his failure with the Demon assault, was still an incredibly popular Enly. The King used an ancient, spirt weapon of control and resurrection to force the newly elected Heads of Race in the Mustaran government to call for an Independence Vote from the Traid. He succeeded in getting to two, and a vote was called.
11. It ended in a 43/57 for and against, and so the Mustarans stayed. However Galon, while in the Triad HQ declared a very old, very valid law from the ancient days; that the monarch may split from the Mustaran government, and set up their own if they have what they believed to be enough support. He threatened civil war if they didn’t accept his demands. At first the Mustaran government was ready to fight the now rebel King, until they realised that many Mustarans who were for the split was the military itself. Many who were disgruntled with the way the Traid handled military problems, and its deep rooted corruption that had been recently brought to light by Triad’s Eye, with the recent independence from the Aelvorian Empire; whom had attacked Torlan, and Mustar was barred from helping. The government was forced to allow the rebels to split off, not wanting unnecessary loss of life.
12. With a majority of the military gone, the Mustaran Empire was almost split between two, including territory they had demanded. The Royalists, and the Imperials. Although, there was one failing Galon did not count on was that, only he of the royal family broke away. A new monarch was crowned in his stead, his wife; Queen Amyfex.