

2056-2068: The Great Crusade and the K'Thonn/Nyglum War

"To every age there is a beginning, and to every age there is an end. Like the solar winds, time marches on without end. Eons have passed, and so they shall continue. However, in the age of empires and struggling nations, time appeared if for an instant to stand still... The chaos of our times will be remembered. An epoch born of pain gave way to greater, deeper pain than known before. The rise of a nation, and yet the fall of another; Invigoration of life against the steely coldness of death. Yet, with the dawning of this age of strife, the hope of peace is repeated on a dozen worlds..." -- Kylon philosopher Yaelodys, excerpted from his book "Meditations After the Storm"

The last Bintari peace-keeping troops left the K'Thonn homeworld in 2056, in part because they were no longer needed and in part because the constant reminder of the past only helped to fuel discontent against the new rebel government. The K'Thonn, however, were not done with their trials, yet. Over the course of several years, several small riots and insurrections against the new government occurred. Though being too little, too late for the imperialist loyalists, it did help to temper the beliefs of the new pro-democracy party. After seeing their dreams of an equal society marred by petty self-interests a more hard-line approach was taken by the rebel leaders. Those that attempted to bring public sentiment against the government were incarcerated in forced labor camps, their property seized by the state. The K'Thonn were living under the power of the military authority of the new Hierarchy. Their problems were not assuaged, either, by the large sum that they had pledged to repay their allies, the Bintari, for their assistance in the conflict. The already hard hit K'Thonn economy, after having endured such hardship, was pushed over the edge by these payments. As the K'Thonn entered into a state of depression, the insurgent anti-regime activists took heart and tried (unsuccessfully) to usurp the Hierarchy. Refugees flooded the nearby Katoc System, building new outposts and inundating existing ones [*Historical Note: Katoc was ceded to them by the Bintari Empire upon signing the treaty that formally ended the rebellion.*] Work programs in the system helped to stabilize their economy during the late 2050s and early 2060s.

Contact was made with the Nyglum, a race living on the border of claimed Bintari space and K'Thonn space. Though they were approached by both governments, the isolationist Nyglum wished little to do with either nation, and only minimal trade rights were secured until half a decade after initial contact.

The Bintari Empire saw the best times that they had for quite some time. Though the economy seemed to lag with the construction of warships cut severely, the general mood was a happy one. Exploration renewed, and ships were again sent out in search of territories on the rim of space. It seemed in the minds of the Bintari citizens that no one could threaten Bintari freedoms, and they took pride in this new found pride.

In this spirit, First Citizen Calill called upon the military to ready an expedition to head into the nebula, an ominous, foreboding location. In the past, such an order would have been seen as a sadistic joke, but in the aura surrounding the time it seemed a completely logical step forward. So, in 2062, a fleet of Bintari ships departed into the nebula. Large enough to be considered a war party, the weary Bintari launched their search for the ancients.

The events that followed are nothing but extraordinary. Not even two months after the expedition began, the team found an ancient site left by the same ancient race. Using clues left within the ruin's computer system, the Bintari headed coreward in search of other relics. Soon afterwards, while exploring a star located in a rift in the nebula, they made contact with a race calling themselves the Rappbys. After spending time with the Rappbys, it was discovered that the ancient race that the Bintari were in search of had come to the Rappbys homeworld long ago, raising them from their pre-sapient form and bestowing upon them powerful telepathic abilities.