

Chronicles of the Yankee Trader - Galactic Timeline

5 Million years Before Recorded Time (BRT) - During the infancy of the galaxy a hand full of races rose above all others, but over long periods of time, their lust for power led them to one war after another. Out of these races only two prevailed, the Plastes and the Principium. It is rumored, because of their advanced technology, they were able to travel over vast distances, even from one spiral arm to another, however no one has been able to prove and or discover how this was possible. After so much conflict these two races came to an uneasy peace between them, left behind the battle-torn worlds of their ancestors and ventured out to explore the ever-expanding galaxy to find new homes and places to conquer. To help in this endeavor the two races created the Aedifex, massive machines designed for exploration to find suitable worlds for settlement.

2 million BRT-The Principium establish a dominion among their newly settled worlds toward the lower inner rim of the galaxy and seize the developing races to do their bidding, eventually deactivated and discarding the Aedifex as they considered them no longer useful to their ends. Seeing that the Principium have taken over all worlds that are habitable, and placing them under their tyrannical thumb, the Plastes have no choice but to move on worlds toward the outer rim to inhabit. Only one world that they eventually colonize has intelligent life, inhabited by a race called the Queal. Rather than dominating and ruling them, the Plastes incorporate the Queal into their culture. Devoting their attention to the Queal, and the development of the barrier wall to separate their space from the Principium, the Plastes, themselves, also discarded about the Aedifex. Feeling that they are no longer needed, the Aedifex, on auto instructions, return to their point of origin, near the center of the galaxy, to await further orders.

1 million BRT- Irritated by constant reminders of the remnant races of their past, the Principium return to the home system of battle torn worlds to conquer their old enemies once and for all. Upon their return, they find the worlds have already been decimated and repurposed by their old creations the Aedifex. The Aedifex had evolved into sentient machines, as a means of survival against the old enemies upon returning to their point of origin. The Aedifex demand that the Principium recognize their independent sovereignty over what they conquered or meet the same fate as the old races. Fearing what the Aedifex has become the Principium declared war. Feeling responsible for the Aedifex corruption, the Plastes also join in the war to destroy their creation. This is according to remnants of Principium records. some were rewritten to hide the truth of the Aedifex that they considered rebellious children to be punished.

A quarter of a million BRT- Despite their arrogant efforts, the Aedifex spread across the galaxy like a plague, annihilating anything in both Principium and Plastes space. To help their mentors the Queal create biological weapons that are highly adaptable, bred for manual labor and combat called

Humanide. Although very effective they are small in numbers and brought into the war too late to change the outcome, so they are put into carbon sleep for future use.

Side note: Seeing the war with the Aedifex had turned for the worst, the Principium devoted a small amount of resources to saving developing species from inside their dominion and moving them out of harms way, by transporting them to distant areas of the galaxy's spiral arms, among these is a race was the Talpocos Domelous. During the transport however, many of the ships were separated, with many species seeding various uncharted systems. The Principium could not devote any more resources to fix this error.

With their backs to the wall, facing a seemingly unbeatable foe, the remaining Principium and Plastes use all their knowledge and power to create the "Laxo Devices" to infect and deactivate the main Aedifex control systems rendering them inert. The two races were going to devote themselves to fixing the Aedifex, but using the Laxo Devices had unforeseen side effects, that caused a collapse in molecular bonding and accelerated genetic breakdown in numerous organics caught in the blast radiuses. Over the next several centuries many races ceased to exist, among them were the Principium and Plastes. For although they tried desperately to find a cure there just wasn't enough time, so in their last moments the Principium and Plastes groomed their successors.

Side Note: From their inception the Aedifex developed tiny high-Breds that resemble a mix of insects and cephalopods within their massive several mile long bodies specifically to repair and maintain them called the "Eaks". The Eaks worshiped the Aedifex as their keepers and guides (not gods). When the Aedifex are shut down the Eaks continued their functions maintaining the Aedifex shells, but as they crash on various worlds the Eaks begin building civilizations around the Aedifex design and devoting all their time and resources to the Aedifex. Over time, the Eaks grow progressively more intelligent and more powerful, but continued in their quest to reawaken the guides.

75 thousand years - BRT: With the Aedifex defeated, the remnant of the Principium dominion falls to ruin, worn away by eons of war. As the Principium dies out they leave what is left of their power base and knowledge to a race they see potential in, called the Erases (E ros eez). The Plastes, on the other hand, have learned from their millions of years of war, and decide to fade to history and leave their legacy to the race on the outer rim areas that they had left behind, the Queal (Qwee ell).

38 thousand years - Recorded Time (RT): After the fall of the Principium, war lords and empires rise on many of the systems of their old dominion. The Erases devote themselves to rebuilding the Principium

dominion and bring order to the war-torn worlds. To do this they further evolve a brute race of domesticated creatures that were owned by the Principium for countless millennia. With the constant threat of war all around them the Erases take this brute race and use them as an army to enforce peace. One thing that was unknown to both the Principium and the Erases, this brute race, has a race memory particularly of the brutalities inflicted upon them over countless millennia. Immediately after being given intellect and resources for battle, which they study intently, this brute race turns on their creators with remorseless rage and in a short time all the Erases worlds, as well as all their enemy worlds, are conquered and the VOXX, as they come to be called, are born into this violent and ruthless galaxy of seemingly endless wars. With the Erases and their enemies expunged the Voxx are still unappeased, so they move into the galaxy on a crusade to find and destroy the servants of the dark ones, (Judarinko), so named after how they referred to the cruel overlords of their past – the Judari.

Side Note: The Voxx have a belief that before the first Voxx ever set foot on the universal plain there where the Shockumun Voxx (Great Voxx) who have been battling the Judarointo (demons or dark ones, the Principium) in the Kinun (life beyond). After seeing the strength of the Shockumun Voxx on the battlefield one of the Judarointo managed to take the flesh from a Shockumun Voxx and gave it to the Judari (Avatars of the dark ones, The Erases), on the universal plain. From that flesh come the first Voxx.

After learning the plan of the Judari through Vintumun (race memory from the Great Voxx) they rose up against the Judari and killed them, breaking the conduit from Kinun, life beyond, to the universal plain for the Judarointo. Keeping them locked away, because if one where to escape into the universal plain from Kinun, the universe itself would end. The Voxx believe that if they die in battle, that they will join the Shockumun Voxx in Kinun and fight alongside them, forever shedding all weakness and pain of the universal plain to become immortal warriors against the Judari and the dark ones.

On the outer rims of the galaxy the Queal, lacking the guidance and knowledge of the Plastess, grow arrogant with power and complacent. With malevolent cruelty, the Queal reawaken the Humanide to do their bidding, spread them over hundreds of worlds to conquer countless races and expand their empire, spreading themselves over vast areas of the outer rims. Over many millennia the Queal grow bored with their vast god like power and enter a time of senseless and endless civil wars.

26 thousand years RT-The Queal underestimate that Humanide, who they had grown to rely upon, and have taken advantage of beyond measure. Despondent toward the arrogant Queal the Humanide rebel against their gods, as the Queal deem themselves, rally behind their new leader Es Para (blade of vengeance), taking all the knowledge of the Plastess from the Queal and unite under one banner and one ruler, the new Humanide race call themselves Spartus, named after their leader Es Para, (we of the blade). The few remaining Queal, fearing for their lives, escape the rebellion with the few slaves the still

have and settle on a distant world where they restructure the Humanide genes, as weaker so they may lord over in their new domain. However, without the Plastes technology to sustain them, the Queal eventually die off leaving their slaves to fend for themselves. Es Para vows to find their stolen brethren and make the Spartus race whole again, but after many decades of conquest and searching the lost stronghold of the gods the lost house of their race falls to legend and is lost in history.

18 thousand years RT – During their expansion into the Galaxy the Spartus come across the race called Uzara with whom they form an alliance against several enemies, mostly war lords called the Kiluid, and after several short wars defeat them. The Uzara, in their arrogance, turn on the Spartus and attempt to take their already vast empire and resources but are defeated and driven from their home systems and off into deep space.

In the outer part of a spiral arm the Eaks discover one of the lost Principium freed races, descended from the Talpocos Domelous that call themselves the Domlan. The Eaks embrace them in an understanding, sharing of knowledge and wisdom. The Domlan are a simple race of hunter gatherers who value what the Eaks offer. In another part of the same the spiral arm of the Spartus, another descendant of the Talpocos Domelous, who call themselves Talpok, have fought off many enemies and established a vast empire.