The King, dead. The Land, ravaged.

A conflict spanning 700-hundreds of years without knowing whose blade started it, but having the effect of barring two nations from knowing peace.

The greater continent Of Kelsia, possessing the military might of tens of thousands of soldiers along with natural resources for their upkeep.

The land of Kelsia, when first being settled, managed to expand greatly thanks to the determination and ruthlessness of it's first Lords, who expelled the natives of the continent through bloody force. The prevalent social system is a feudalistic theocracy, with Ardents, the high-born of the region living lives of relative laxity from the work of serfs, who are parceled with bought land and are assigned to work it until they expire, and the noble family, descended from the first Lords. With the unceasing disputes of land between the Ardents, and the Noble family harboring it's own political agendas, The Great Duke continually struggles to assert control.

And that is why conflict surges on to this day.

The far-off enclosed archipelago of Kialle, smaller than it's mother continent, but what it lacks in sheer numbers it exchanges for immense scientific progress. The islands are resplendent with Ether, a magical force.

Kialle has a social system where labor, in whatever form it takes, is proportionally exchanged for goods.

It is said to be equal, but any aware person would see that for the lie that is.

High Scientific researchers hold much clout, compared to the military officers. The Nobles are merely figureheads.

In the young ages of the war, Kialle had started to experiment with Ether in earnest in interest of gaining the upper hand.

The experiments turned to be a success of sorts. Kialle managed to repel the forces of its mother country using the powers of science. By giving rise to twisted horrors and monstrosities that should never have been. They had discovered that injecting beings with Ether would transform them into something else.

They understood that you cannot control insanity, but you didn't need to. You just needed to point it in the direction of your enemies.

Over the fifty years, however, a "truce" of sorts was called. The reason for the truce is that both nations suddenly lost the majority of their chief commanders in the span of a month by an unknown hand. To recoup from such losses, Kelsia agreed to withdraw it's troops from the Kialle, but declared a permanent

trade sanction against the islands and Kialle said it would cease the deployment of troops to the main continent along with their experiments. Both sides agreed to lay down arms for a month, a grace period that drifted into years. The people thought there would be peace.

Kialle but only fulfilled one of it's terms, however. Indeed, it retracted its forces, but continued to engage in more dire experiments by the day, not to mention, seizing on the discontent of the native Kelsian tribes and Ardents, they began to discreetly supply the conflicting groups with arms.

There is no peace, only silence.

A silent war. A proxy war.

It is said there are no heroes in war.

That men dont fear swords, only monsters.

One such 'monstrous entity' is the Scelus family. Born of a Kialle commander who faked death in order to move unseen to Kesia, she galvanized a small but notorious private force. Her goal: end the war.

That was three hundred years ago. This chapter starts with the current heir to the Scelus family.

Jynnan Malect Scelus still has the same aim his ancestor did.

And he will achieve it however he knows how.