

Tsu Bonhart



- A PAX SAROVICA -

Introduction

The year is 2017 and finally Sarovia had achieved its long-dreamed peace. The things were going as planned. Sarovia had summarily shelved his opponents and was well on his way to a long and beautiful journey. The year of 2018 passed, a small Brazilian community now walked alongside Sarovia in the so called Lusophone Alliance, most of the enemies had been defeated. However, something started to disturb the so called Sarovian peace, months before the year 2019, Sarovia had made an expedition, which disturbed a classic enemy, the Aureans, who were only a minority - a loud minority, had banded together with all the other idiots in the community, creating a big outfit called the UCAS (Communist Union of Aurean States). And along with a small irrelevant guild called Imperia, they had finally garnered enough numbers to rival Sarovia. Imperia with its manipulation and control techniques was trying to play up the idea that the so-called Graalian Emperor was actually a doxxer, something that proved to be a blatant lie years later. But in that moment, it fell like a bomb on the ears of some of Sarovia's officers, who who deserted at lightning speed to Aurea. Sarovia had lost for the first time in almost a year and a half, and that defeat brought a feeling of revolt to many people. Sarovia would survive, but in a weaker, reduced state. But it would return under a new leader in 2020 but to understand why, we need to understand what happened to the community in the meantime.

The community Post Sarovia tried to re-establish rules and tidy up the area that they had made themselves, in a short time, they started real battles battles against each other. With big betrayals being made all the the hitherto quiet community saw many faces appear, charismatic or not, with each passing battle, the community suffered little by little. In this time, Brazilian guilds of great part were under the Imperian domain, which constituted a large zone of kingdoms dependent kingdoms dependent on Imperia, where Imperia gave minimal support to these guilds in exchange for near-slave labour that fought for the Imperians while the same ones machine gunned everything and everyone with memes and irrelevant things. But all this would change in 2020, the year that the number of militaries would explode.

The Forced Exile

Sarovia in the meantime attempted numerous counter-attacks against his opponents. But, they simply had a sub-agreement called "In case Sarovia attacks, we will counterattack." Thus making a Sarovian counter-offensive unfeasible. It got to the point where Sarovia simply gave up fighting his opponents - not only because of this but because the enemy lied about Sarovian victories. And while guilds Imperia, Maveria, Arcadia and Oxeria were fighting and dying apart, Sarovia maintained a consistent activity in front of his opponents. Practically going completely against what they thought was going to happen with Sarovia, but they could do no harm, the spies were simply kicked and trampled in moments, and it was far more convenient for these nations to simply ignore Sarovia, since she alone had practically dismantled the alliance of her main rivals within days, so the community had simply exiled Sarovia, according to them, for "Breaking" several rules, what rules you ask me?

Exactly, **none**, but, it was the word of all against the word of only one guild. And wars were extremely tiring for the almost 70 year old Imperian leaders who apparently had an extremely busy life. Wars lasted about 6 hours on average, with large scale conflicts lasting almost 18 hours. So it was more convenient to eliminate the main opponent, because if you can't defeat the enemy, just ignore him, so they thought, but in doing so, they would make a big mistake. While they exiled Sarovia, they thought they would kill her for lack of activity, which in a few months proved to be a great fallacy, for Sarovia was still active, while her enemies came and went, always disguised under other names, some still took the risk of fighting with Sarovia, but after a few battles, they began to ignore again, and Sarovia continued to reign in the community, without fighting any war, and and only developing itself, they had a few revolutions here and there, but but with the strong development as a nation, they were able to solve these problems with such great speed that their opponents could not even comprehend. Even this lack of self-development was the main problem for the enemies of the of the New Sarovian Empire.

Anti-developmentism

One very funny thing about the Grail Military Community was how the guilds developed. On one hand, we had guilds that simply had some ending with "aria" like Arcadia, Maveraia, Oxeria, Imperia, Bavaria, Amestria. On the Brazilian side, we had guilds that were control+c of European countries, as the Great Kingdom of America, or the Kingdom of China. The point is that the military guilds never bothered in developing themselves as nations, very far from that, they were always worried about fighting real battles and exerting their dominance in the magical continent copied from Zelda, to make gigantic lines disorganized formation lines and stay 10 hours arguing if that SS of 4 soldiers soldiers or more was valid or not, and to solve this...

There was no way be resolved, the guilds could claim victory at will and true narrative wars happened on the servers of the GMC, reached a point where we had 3, 4 to 5 servers of the so called Graal Military Community because people couldn't accept that others had won. Every week a new rule was created from the far reaches of Babord to the GMC lands to simply avoid an imminent defeat, guilds that were now weaker after the demise of the giants that supposedly brought down Sarovia had a little more than a tag, the aesthetic organization of militaries went to waste along with the death of the last remaining guild of that anti-Sarovian alliance, Arcadia, and now, the same way was done. A guild would emerge, grow and develop, weeks would go by, it would invade a territory, and then it would end, it got to a point even the game administrators got involved in the mess and banned the already the already unbearable wars to happen in open field, with the wars Battle Arena, which was simply a walking loophole in which people didn't know if they were invisible or not. Screenshots with this loophole made battles almost impossible to analyse. The point was, the rules had been scrapped by the militaries themselves and the way they interacted, so ideas started to emerge, of a new community and new methods of battle, which seemed to be the great missing diamond of the community and that would lift the community upwards, that's what everyone believed. But the problem was that these ideas came from someone who could finish the toxicity what the community had started, that someone, was an Aurean.

The Bastion

Bastion began with an Aurean named Laken Vaughn or Artix Vaughn, a former crown prince and outcast from the community scene, had never had ever done anything remotely useful for the history of the community at large, thought up a number of things useful to the community as a whole. And his project was really good at the beginning, the ideas of "Team Deathmatch" and "Tower Wars" were very effective in resolving battles that used to last 36 hours would now only last an hour or at most two hours. In the beginning, the rules were being written and guilds were entering this new community called "Bastion" extremely fast. But, nobody had realized that the community of the Bastion was formed by Aureans-active in other militaries. That whole community was a big trap of the pro-Aurea militaries. Actually, one guild realized it: Sarovia. Bastion happened to have a rule that if a guild wasn't in the Bastion, all the other guilds had to join against it, but she could attack guilds in the Bastion at any (keep this information, it will be useful in the future). The point is, the community that basically was formed by 50 active English members and the rest being Brazilians and Filipinos had finally re-established again.

But as always, everything would go wrong in the hands of an active leader. The Unified State took control of the fragile House of Lords and approved the the bill it wanted at any time, practically tearing the idea of Bastion's idea of representativeness in half and literally approving whatever they wanted at any time. Bastion broke its whole premise of being something from the ground up and the people started to realise that Bastion was actually a major threat. Guilds that used to last 4 months now lasted 3 weeks, the cycle changed quickly, guilds could take over the entire map in minutes, Bastion's system was extremely flawed, after a while, Treor also took control of the Lords chamber and his alliance created new rules that only hurt the Unified State. This idea started to spread and began to affect several other guilds, the Bastion barely had a year and was already proving to be a failure. If the guilds lost, they could jump off the boat and go to absolute isolation, since there was no longer any community, then, the people began to stampede the community and it began to shrink.

The Saro-Aurean Accord

At that point, Sarovia and Aurea were the only remaining ancient guilds in the community. Aurea every saintly year returned with a different theme, and now as the Seventh Aurean Empire. Aurea was trying to get back to classic, weakened, and irrelevant, and accumulated defeats to weak guilds that simply by attacking at a better time, took the advantage against historical leaders and weight, Aurea was a walking museum that that got beaten every day that passed and that was undeniable, the people who trusted Aurea and believed that Aurea would change the way the GMC started to simply go to Sarovia, which was now gigantic, with a huge server and now culturally developed. Sarovia was knocking on the door and the Bastion was afraid to answer it. Aurea, in an act of visible desperation, made a Holy Stefanic League deal with Sarovia, so that together they could defeat Amestria (basically, a Maveria bootleg) and because she was weakened due to numerous defeats. Sarovia would basically carry the weight of the war on her back. At the first opportunity, Sarovia, along with a Aurea reformed by Richard Vaughn (probably the best Prince Aurean of the period, since the rest were dead) trampled Amestria in a joint invasion, virtually liquidating the Amestrian fleet in a war. However, Amestria and other guilds tried again to kick Sarovia out Sarovia out, claiming that they were not in Bastion by a mistake of the Bastion itself. But for the first time, Bastion showed itself impartial, giving the victory to Sarovians. However, evidence reveals it was not impartiality but rather a personal feud between Laken and his rival in Aurea, Richard. Now Sarovia was back in the community, showing frightening numbers that were never seen before for some time ago and simply killed Amestria all by themselves, as the fragile Aurea had finally fallen after a major disagreement between the High Command. After the end of Amestria, we would still have some attempts as Aurea breaking her agreement with Sarovia in the Auro-State and and failing miserably, and then trying to manipulate the rules of Bastion, so, ending for good the Bastion, since the guilds revolted and decided to go to new horizons, the base was still the same, but now the guilds would decide what to do in the "College" in a way extremely efficient, and much better than the manipulated Bastion. And well, Sarovia now was at peace again, within the community, and in a new Pax Sarovica.

The Eternal Sarovian Peace

The Situation of Sarovia is now totally different from the first situation of Pax Sarovica. Sarovia understood that wars were not the solution and developed a nation from that, Sarovia today is a power not only militarily but a power as a power as a nation, having an economic, judicial and political system, something that almost no guild has ever achieved in its entire history. Sarovia has become timeless, crossing seasons and reaching its apse. This short booklet ends with a question. If they had never exiled Sarovia for their own interests, if they had never tried to manipulate rules their own benefit, would the "toxic" military community would be in the situation it is today?