

A note on the Korachani calendar: The imperial year is 366 days long, divided into 4 seasons, each with 3 months of 30 days each. Between each season is either a 2-day solstice festival or a 1-day equinox holiday. On cut years (opposite of a leap year) every 7-years, the 1st solstice festival is only 1-day long and is seen as a day of mourning for the dead (primarily patron saints and Malichar's mortal death). The year begins with the Solstice festival.

Solstice festival: 2-days, or 1 day on Cut year (every 7-years)

Malichalen

Algolen

Cykranalén

Equinox holiday: 1-day

Livialén

Rachalen

Murdad

Solstice festival: 2-days

Korahalen

Ashtalen

Nihavalén

Equinox holiday: 1-day

Satavalén

Haelén

Akoralen

3703 RM

1. A **Korachani** delegation investigates reports of militarisation in the south of **Nárthel** and within its own borders. It tries to tighten the leash on **Venthir** on the **11th of Cykranalén**, which is clearly mobilising for a war. This results in **Venthir** declaring war on **Sarastro** as a display of strength.
2. **Venthir** enters into an agreement with **Saloroc**, allowing it to use its territories as its own, and it begins moving its armies there, which begin marching into **Sarastro** between the **16th** and **25th of Livialén**.
3. **Venthiri** armies lay siege to **Shahal** on the **18th Livialén**, marking the true start of the conflict that becomes known as the **VENTHIRI/SARASTROAN WAR**.
4. Beginning on the **9th Rachalen** the **Venthiri** siege to **Idadal** drags on for 5-months and is broken on the **28th Nihavalén** by **Sarastroan** reinforcements and **Mulcibian** mercenaries, causing the **Venthiri** armies to withdraw. The eastern border is fortified and troops patrol the **Neyshabur** desert for enemy activity throughout the remainder of the war. Skirmishes are not uncommon but the inimical climate of the region means little progress is made in the region for months.
5. **Serapi** mercenaries working for **Sarastro** sneak into **Tarati**, where they attack military industrial centres, razing them. **Venthiri** forces counter them, but the **serapi** are able to outmanoeuvre the defenders, moving from target-to-target sowing discord. They sabotage a bastion on the **28th Rachalen**, damaging vital telegraphy wires, disrupting **Venthiri** leadership for months but are driven into the desert after this, where they disperse.
6. **Venthir** lays siege to **Baasha** on the **14th Rachalen** following weeks of bombardment, and infantry, shaper corps, and golem shock troops are sent in. The attackers get drawn into bloody city fighting that goes on for seven months, with victories measured in buildings and streets gained and lost. The siege is lifted on the **13th Haelén** with elite **Sarastroan** shapers liberating it after a few weeks of action, pushing **Venthiri** forces to the north, where they are slaughtered by artillery fire, allowing **Ionic** troops to move in and fortify the remains.
7. After 2-months of fighting **Venthiri** and **Sarastroan** armies reach a stalemate in the Shamas Shugal on the **3rd Murdad**, and the entire region from lake Saragon in the west, to the Jaela Mountains in the east see many battles take place over the next year. This theatre sees fighting throughout the war, and becomes known as the **NORTHERN SARASTROAN CAMPAIGN**.

The Battle of Karافر takes place on the **12th - 13th Malichalen, 3704**, just 160-miles north of **Argea**. It is the first major mechanised engagement of the conflict, with tanks being used extensively in the conflict, leaving the area east of **Karافر** a wasteland. The battle is indecisive and leaves most of the Shamas Shugal region hotly contested until the end of the war.

After well over a year of fighting, **Venthiri** forces are finally able to clear a corridor in the Shamas Shugal on the **13th Cykranalen** 3705. They capture **Karafr** a few weeks later, on the **Equinox Day**, allowing their forces to move south towards **Argea**.

8. **Venthiri** strike teams known as **Jackals** move across the Jaela mountains between the **3rd - 15th Murrad** – their goal to capturing or disrupting gold production in the region of **Hagaat**. They carry out raids on quarries and supply lines, stealing gold where they can. They take and destroy the mines of **Nut** on the **25th Murrad**, killing hundreds of workers. The **Jackals** head towards **Argea** to reconnoitre and carry out minor acts of sabotage and espionage while allied forces reach them. They are caught by **Sarastroan** Monitors on the **11th Ashtalen**. They are tortured, but reveal little before being executed. Only one, a shaper, avoids detection and remains in the **Argea** as a sleeper.
9. **Imartham** becomes a military base and home to **Sarastroan** shapers who spy on **Venthiri** lands from afar. On the **21st Korahalen** they learn that **Halira** is being used as a headquarters for **Venthiri** forces. By the **30th** of the same month **Sarastroan** infiltrators have made their way across the **Koror Mountains** to study the city, sabotaging it where possible.

3704 RM

10. The **Conclave of Khadon** ratifies the schism of the Church of the Undying Machine on the **21st Algolen**, leading to appearance of the Reformed Church of Sarastro, based in **Argea**. There is major unrest in **Korachani** cities as people protest the appearance of the heretical religion. Starting on the **7th Cykranalen** churches of the Undying Machine across **Sarastro** became targets of the new religion, with the conflict escalating in a church in **Faravar**, where people were killed, leading to fighting in the streets. Such instances escalate over the months.
11. After months of planning, **Ba'akh** (a vassal of Sarastro since the Sanction of 3103) declares its freedom amid the chaos of war and begins ejecting **Sarastroan** politicians from its cities on the **5th Livialen**, beginning the **BA'AKHI WAR OF INDEPENDENCE**. **Sarastroan** ships cross the Daarken Gulf and arrive in **Ba'akh** over the next few weeks to blockade its ports and disgorge troops to regain control.

So far unable to interject in the **Venthiri/Sarastroan** war due to its various treaties with them, **Korachan** also orders its forces into **Ba'akh** to curtail the uprising and transport ships begin arriving between the **18th – 25th Livialen** - **Korachani** transport ships arrive in **Ba'akh**, with their own troops, who ally with **Sarastroan** forces to bring control to **Ba'akh**. Its ships blockade the north of the nation, which brings them very close to **Sarastroan** vessels.

By the **26th of Nihavalen** **Ionic** armies (under the supreme leadership of **Sarastro**) sweep across **Ba'akh**, fending off occasional **Korachani** attacks in the north. They raze, pillage and loot, taking prisoners, in what becomes known as the **Rape of Ba'akh**. The **Ba'akhi** government stubbornly orders its people to continue fighting, though the mood amongst the common people has soured over the past months and independence is the last thing most people want.

Ba'akhi leaders are finally deposed on the **6th Satavalen** and are replaced with **Sarastroan** sympathisers. Envoys of the new government speak to **Sarastroan** leaders to begin the peace talks, knowing that vassalage will likely follow. **Sarastro** accepts the terms on the **13th** and begins rebuilding its fortifications. The state has suffered greatly, fighting both **Korachan** and **Sarastro** for months, and has been reduced to a ruin with little in the way of resources. It is used as a staging ground and a means of controlling the Daarken Gulf throughout the rest of the war. This ends the **BA'AKHI WAR OF INDEPENDENCE**.

12. **Ba'akhi** forces commandeer a **Korachani** ship without raising the alarm on the **8th Rachalen**. This leads to an exchange in which both sides think the other is the aggressor, ending with the sinking of many ships and hundreds dead on both sides. This brings **Korachan** into direct conflict with Sarastro, officially starting the **WAR OF SUNDERING**, making **Ba'akh** an enemy of both states. The next days are a diplomatic nightmare as relations across the Inner Sea region break down.
13. **Korachani** ships move deeper into the Daarken Gulf and the seas of Sûn, and Tiama, beginning a blockade of coastal cities in **Sarastro**, **Io**, and **Ba'akh** between the **10th – 12th Rachalen**.
14. **Lidea** declares its allegiance with **Sarastro** on the **11th Rachalen**, greatly increasing its reach, giving it access to more ships with which it begins to harass imperial ports and convoys, including **Narachan**, **Bachan** and **Cypria**, amongst others.
15. Governors and diplomats from across the empire gather in **Khadon** on the **13th - 15th Rachalen** for an assembly where they debate unfolding events, causing more harm than good. Despite the discord, The **Council of Seven** expects all vassals and dependencies to support **Korachan** during the war but many instead tarry their declaration.

Its northern dependencies (**Azazem**, **Laaskha**, **Skaros**, **Pelagos**, **Várr**, and **Rhamia**) all offer their support, as do **Vaaltha** and **Mharokk** to the south. **Lidea** has already declared its loyalty to **Sarastro**, and **Io** is effectively a Sarastroan territory already, with **Saloroc** granting its armies free passage of its territories effectively making it an ally. **Paraiya**, believing itself to be far from the conflict, abstains, risking the retribution of their parent state. Surprisingly, **Venthir** reforges its ties with **Korachan**, and the two remain uneasy allies for the duration of the war.

The vassal states of **Azazem**, **Laaskha**, and **Vaaltha** unite under the **Treaty of Baayn** on the **18th Rachalen**, in which the form a mutual defence treaty that solidifies their loyalty towards the empire, together they appoint **Olymarius Farǵia** as supreme general of their armies.

16. **THE BATTLE OF THE RED CLIFFS** take place on the **18th - 19th Rachalen**. **Korachani** ships sail up to the mouth of the river **Shibboleth** and begin attacking **fort Commos**. This escalates overnight into a dramatic naval engagement that eventually sees the **Korachani** fleet scattered, forced to withdraw, moving east to join other **Korachani** ships in the attack of **Lidea**. **Sarastro** strengthens its defences in the area, putting pressure on **Mharokk**, which is still effectively a loyal Korachani vassal.

Korachani troops begin landing in north western **Lidea** on the **21st Rachalen** whilst bombarding the coast. Many assailants die but enough survive to secure the beach, and they capture the city of **Kliban** on the **23rd**. This allows **Korachan** to form a beachhead, and scouts begin moving south towards **Cathago** to reconnoitre. The waters north of **Kliban** become a hotbed of naval conflict.

17. The people of **Karakhas** learn of the **WAR OF SUNDERING**, which stokes the flames of unrest, leading to growing chaos and conflict across the nation. The manufactory of **Tanat** is destroyed on the **18th Nihavalen** 3704 as unrest reaches peak levels. By **Nihavalen** the next year the capital, **Dekana**, has effectively descended into anarchy, with fighting in the streets and government buildings. **Korachan**, by now deeply embroiled in the war in the Arid Triptych, is unable to counter the speedy guerilla attacks against it and rapidly loses its grip on the city and surrounding regions.
18. **Lidean** land forces begin harassing their neighbours from the **5th Murdad**, including **Paraiya** to the south, and **Mharokk** to the west, though the majority of its forces march towards **Ba'akh** to support **Sarastroan** troops there, crossing the border on the **2nd Korahalen**. As the need for labourers and slaves increases, **Lidean** forces begin launching slave raids against the **Lacer Enclaves** in the **Shibotha** and **Enraton Mountains** to the east of **Lidea**. The enclaves are almost wiped out during this time and hundreds of lacer are taken and put to work in industries around **Sarastroan** territories.
19. The **Siege of Maleth** begins on the **17th Murdad**. **Lidean** ships blockade the island of **Maleth** and bombard its fortifications. The siege is finally lifted on the **8th Nihavalen** 3705, just a month before **Sarastro** gains its independence.
20. The **Solstice Battle** takes place about 400-miles off the western coast of the **Korachani peninsula** between imperial ships and an alliance of Sarastroan and Lidean ships. The conflict is ultimately won by **Sarastroan** forces on the **2nd Solstice Day**, though the both sides navies are left crippled, slowing movement across the Inner Sea.
21. **Archbishop Magnus Emulkhil Ducas**, one of the Council of Seven, is assassinated in **Khadon** on the **16th Korahalen**. It is blamed on the Sarastroan Orthodoxy (though the Paternova are actually responsible). The ends any chance of diplomacy between **Korachan** and **Sarastro**. **17th** - The Council of Seven convenes the next day, agreeing to conscript more forces to launch an invasion of **Sarastro**. Soon after this, the **League of Patricians** submits a vote of no confidence its leadership, throwing it into chaos. The shockwaves of this vote reach the Council of Seven, and becomes known as the **Arkhaten Rebellion**.
22. The **Grand Armoury of Tarkush** in **Azazem** is destroyed on the **4th Ashtalen**. It remains unknown if this was an accident or the result of enemy sabotage. The explosion leaves half the city destroyed and hundreds dead, and it severely cripples **Korachani** weapons production during the war.
23. **Korachani** forces begin a concerted attack on dissident lands around **Daarken Gulf** on the **7th Ashtalen**, in a conflict that becomes known as the **SIEGE OF DAARKEN**. The conflict sees many naval battles and blockades taking place, and various coastal cities are attacked, including the **Sarastroan** stronghold of **Morulaurgo**. The attacks are largely successful in bringing disorder to the region, forcing **Sarastro** to divide its resources, taking its attention away from the **VENTHIRI/SARASTROAN WAR** in the north and its ultimate goal - **Argea**. By the **25th Nihavalen**, disease had begun to spread across **Morulaurgo**.
24. **Korachani** troops begin landing on **Sarastroan** soil on the **14th Nihavalen**. **Nemeziah**, a key strategic point in the north of **Sarastro**, is besieged on the **17th Nihavalen**. It is caught between **Venthiri** forces in the north and **Korachani** forces in the south, and falls three months later on the **22nd Akoralen**, after which it is razed.
25. A large naval battle takes place off the coast of the Shattered Peninsula, in the Daarken Gulf on the **30th Nihavalen**, which sees **Sarastroan and Lidean** forces beat the **Korachani** fleet in the Daarken Gulf. The conflict later becomes known as the **Battle of the Shattered Peninsula** and it is the second major naval loss for

Korachan, whose arrogance at sea has cost it dearly. Imperial ships are driven out of the Daarken Gulf, hampering their ground troops in the region, who lose their support and access to reinforcements.

26. The government of **Anakarra** (capital of **Vaaltha**) is seduced (possibly enthralled by shapers) by **Sarastroan** diplomats and declares the nation of **Vaaltha** a **Sarastroan** stronghold on the **9th Satavalen**. This becomes known as the **Fall of Anakarra**. Most other major cities of **Vaaltha** refute this, and the nation descends into a civil war, though some other northern cities eventually side with **Sarastro** (**Kanesh** alone remains loyal to **Korachan**, and its ports become a vital link between the empire and the vassal state).
27. Ships from **Sarastroan Vaaltha** begin a blockade of imperial **Vaalthan** cities around **14th - 23rd**, with most ships focusing on **Kanesh**, which is one of the major **Vaalthan** ports in the north to remain loyal to **Korachan**. The cities are bombarded and their ports blockaded, signalling the first major conflicts of the civil war. **Sarastroan** ships are unable to move south into the Sea of For as the **Strait of Cykranosh** is blockaded by **Korachani** ships, so instead they begin a siege of the great fortress of **Nal Sara**. Imperial **Vaalkan** ships do what they can against the blockades as they await reinforcements from **Korachan**.

These acts mark the beginning of the **VAALTHAN WAR**, which lasts until the end of the **WAR OF SUNDERING**.

Korachani ships begin arriving in **Vaaltha** on the **23rd Satavalen** to aid against the blockades. Major naval engagements take place around the cities of **Kanesh**, **Assora**, and **Udsser**. They drop land troops on the north east of the Vaalthan Peninsula where they engage with traitor forces defending the umbra fields of Larshen and Havak. Other troops make landfall, in the hopes of securing **Anakarra**, but its position is too well-defended and the attacks fail.

Fort **Nal Sara** is destroyed on the **27th Satavalen**, allowing **Sarastroan** ships to move south, but they are pursued by **Korachani**, who effectively trap them, with ships from **Egora**, and **Ember** reinforcing them. This leads to the effective destruction of **Sarastroan** ships in the area. Pirates from **Derkaz** take advantage of the war, opportunistically attacking ships from both sides. Jurrasi ships based in Cykranosh interfere with **Korachani** movements, aiding **Sarastro**, but they refuse to fire, lest they too become embroiled in the war.

The umbra fields of Larshen and Havak are secured by **Anakarran** armies on the **2nd - 11th Haelen** on behalf of **Sarastro** and fortified.

Imperial **Vaalthan** cities, including **Tahil**, **Menorah**, and **Egora**, amass their own forces, protecting their ports and borders, marching north with what they can to oppose **Anakarra** and its forces. They muster around **Menorah** on the **15th** and march north to Larshen and Havak, though are unable to shift **Sarastroan** forces there, leading to months of prolonged fighting with little gained by either side.

The **Vaalthan Invasion** begins on the **14th Malichalen** 3705. Following months of preparations, hundreds of thousands of **Korachani** troops sail south across the Inner Sea to land at strategic points in **Vaaltha**, to retake the sundered state.

28. The **Mharokkin** city of **Saffa** defects to **Sarastro**, whose troops begin landing across the Bay of Nuthen, giving **Sarastro** another entry into **Mharokk**.
29. Tentative attempts at diplomacy between **Sarastro** and **Korachan** begin on the **28th Satavalen** in the neutral territory of **Ketesh**. The Most Humble Order of Ketesh thwarts a planned act of terrorism that intended on killing the diplomats in a bomb blast. Despite the attack being stopped the talks break down.
30. In **Karakhas**, the atramental research facility of **Noamarach** is attacked by **Sarastroan**-funded **Karakhasid** dissidents on the **27th Satavalen** and it is severely damaged, limiting **Korachani** production of Atramental bombs for the rest of the war.

The **Serkan Massacre** takes place in the city of **Serkan** on the **17th Malichalen** 3705 in **Karakhas**. It leaves the entirety of the city's governing office slaughtered, destabilising the region.

31. **Lidean** artillery batters the **Natjal Lines** between **8th - 10th Malichalen**, signalling the start of the **MHAROKKIN CAMPAIGN**. Tens of thousands of troops swarm across the river into **Mharokk** after this. **Lidean** forces bombard the city of **Enuk** from across the river **Shibboleth** on the **15th**. **Mharokk** follows suit with its own artillery.

Arkhimydes Belin, a prominent **Lidean** general and acolyte of **Sathep the Risen**, dies on the **18th Malichalen** 3705 from wounds sustained by cannon shrapnel three days earlier in **Enuk**. His death throws the **Lidean** army into disarray as his lieutenants quarrel over who should replace him. It takes the intervention of the Lichking **Sathep** himself, who appoints the **Sarastroan Achaxce Bennalab**, a member of his Overcouncil, as his replacement. She is disliked by many **Lidean** generals but proves herself over the coming months.

32. The **Battle for Takuh** takes place on the **17th - 28th Algoten** following months of escalating conflicts in the south east of Mharokk, an invasion fleet from Lidea crosses the Shibboleth, leading to over a week of intense fighting around the metropolis of Takuh, which is taken by Lidean forces on the **16th**. The city of Kenearth is taken on the **28th**. Together, these conquests allow Lidean forces to form a beachhead from which later incursions are launched.

Confident from the victory. The **Lidean** forces continue moving east, eventually taking the city of **Dassk** on the **5th Cykranalen**. It is the westernmost major conquest of **Lidean** forces during the entire war. General **Kiletbashar Melek** is assassinated during a military rally on the day after the victory in **Daask**. His assassin is never located and the death throws the **Lidean** military in the region into disarray for some time.

Lidean forces move against the atelier city of **Eberuk** on the **14th Cykranalen**, where legionnaires and other vat-born creatures are incepted. The site is of high strategic importance, so the use of artillery is precluded. Instead, shaper corps are used to neutralise military targets before infantry detachments move in to secure the city, though no side is able to gain the upper hand. **Lidean** forces finally take it on the **8th Livialen**, expelling imperial resistance and instating their own fleshwrights and cloners, who take over the running of its manufactories for the **Sarastroan** war effort. This hampers **Korachani** military output in Sammaea, though they are in turn able to retake the city on the **5th Nihavalen**, around a month before the end of the war.

Kenearth is retaken by **Mharokkin** troops on the **10th Livialen**, though the city has been largely destroyed by this time. Makeshift fortifications are quickly built around it to ensure it doesn't fall again. However, much of Natjal Plains remains contested between Mharokkin and Lidean forces.

The **Battle of Natjal** begins on the **27th Livialen**. The **Sarastroan** defence is centred around its last remaining stronghold in the region, **Takuh**. The Imperial 3rd Steel Legion, Tarragon banner, performs admirably, pushing **Sarastroan** forces east to the mouth of the river Shibboleth while taking minimal casualties. The actions of the clone legionnaires are instrumental in deciding the conflict, which ends on the **30th** with their storming of the governor's hall and the expulsion of the last **Lidean** forces, which flee across the river or are captured and put to work as slaves rebuilding the captured city. This ends any major **Lidean** occupation of **Mharokkin** territories.

Fort Garakk is destroyed by an alliance of **Mharokkin** and **Korachani** shaper corps on the **23rd Korahalen**, following massed bombardment from **Tahuk**, curtailing months of **Lidean** incursions across the Shibboleth. This helps to secure the southern Mharokkin border, effectively ending the **Mharokkin** campaign.

Eberuk is retaken by **Lidean** and **Korachani** forces on the **5th Nihavalen**, further securing eastern **Mharokk**.

33. The **Siege of Tahmal**. Imperial forces surround the city of **Tahmal** in **Sarastro**, with **Venthiri** artillery in the north, and **Korachani** troops in the south. A great battle takes place in which the south of the city is breached. **Sarastroan** reinforcements, in the form of fire lizard riders, relieve the city, allowing an elite shaper corps to stem the advance of imperial forces, though the city and its surrounding lands become mired in a conflict that drags on for many months. Three **Korachani** Steel Legions, totalling around 600 legionnaires, attack **Tahmal** on the **22nd Murdad**, entering its streets and reinforcing troops that have been mired in bloody conflict there for months. Their actions begin to turn the tide, though they too become mired in brutal city fighting.

On the **2nd Solstice Day** a group of tarragon riders come upon the rear of an **Imperial** army camped some miles outside **Tahmal**. They surprise the forces camped there and cut through them, taking dozens as prisoners, who provide information on the **Imperial** Army's movements. The leader of the tarragon troops, **Erikhin Garakhamman** cuts a swathe through **Korachani** supply lines and camps between the **1st - 7th Korahalen**, ending at **Tahmal**, where he leads an attack that clears it of imperial Legionnaires, allowing **Sarastroan** forces to enter. Following two days of desperate fighting, **Korachani** forces, finally claim the city as their own on the **9th** and the last of its **Sarastroan** forces camped there are killed, captured, or flee east.

Imperial troops move east on the **10th**, meeting **Sarastroan** forces in the ruins of **Nabassar** on the **13th**. Their tanks prove decisive there, though more than half are lost with the rest severely damaged. Using **Nabassar** as a staging post, imperial armies (including the remnants of their tanks, oghur shock troops, shaper corps, conscripts, slave troops, religious fanatics, mercenaries, and more) continue to move south east. Many stop at **Solonia** on the **15th**, where they initiate a siege that lasts almost a month, ending in a contested imperial victory, allowing them to march deeper into **Sarastroan** territories. This is a major victory, and plans are finalised to march onto **Argea** with an allied force of **Venthir** troops, which were recently able to clear a path through the **Shamas Shugal**, as well as **Mulcibian** mercenaries, that have been hiding in **Sarastro** since their earlier engagements.

34. The champion Dazakur rallies the disillusioned and forgotten people of western **Mharokk**, leading to the surrounding lands splintering to form the state of **Allasan**. This disrupts **Korachani** travel in the region, including the Shadow March, which suffers during this time.

35. The **Siege of Fort Nikan**. **Sarastroan** forces attack the fortress of **Nikan**, drawn by rumours of a godstone being held there. They take the fortress on the **21st Livialen**, making it the first major territory taken by **Sarastroan** forces in **Mharokk**.

Sathep begins researching a ritual⁽⁴¹⁾ he believes will end the war with the aid of the godstone.

36. One of The Seven, **Akengoron Gabra**, believes he can turn the tide of battle. He commissioned a bespoke warship in **Murdad** 3704 which is finally finished on the **22nd Livialen**. He begins recruiting a small force of loyal retainers, mercenaries, and fanatics, intent on sailing for Anakarra, and the process is completed on the **30th**. He arrives at the **Anakarran** blockade on the **3rd Rachalen** and learns of the situation, ordering a grand attack on the enemy-held capital on the **9th Rachalen**, though a surprise force of **White Legionnaires** in the employ of **Sarastro** begins landing in various locations along the south eastern coast of **Vaaltha**, including the far west of **Mharokk** (which had recently formed the state of **Allasan**), beginning a new siege of the nation, ultimately costing **Korachani** forces the attack on **Anakarra**. He died during the attack and is remembered to this day in Anakarra as a liberator. Dissident **Vaalthan** troops and **White Legion** mercenaries begin a siege of **Egora**, on the **11th Rachalen**. It is finally taken by **Sarastro** on the **29th Murdad**.

37. A handful of small elite **Lidean** teams penetrate deep into southern **Mharokkin** territories on the **2nd Rachalen**, targeting the **Grand Atelier** - the empire's largest and most advanced birthing atelier, used to incept most of its clone troopers and umbran beasts. Vicious fighting breaks out outside the facility, with the defenders using their own creatures to sow discord amongst the **Lidean** forces.

When it becomes clear that the defence will fail, the remaining forces, including a squadron of steel legionnaires, make the difficult choice to destroy the facility and all its birthing vats to prevent them from falling into enemy hands. On the **1st Solstice Day** celebration, **Raishazar Melqart** thwarts an assassination attempt during a military parade in **Argea**, executing the assailant before a crowd. The act improves morale amid growing famine. The war in **Paraiya** continues to be an important source of food in **Sarastro**.

38. Driven by increasing starvation, **Lidean** and **Sarastroan** forces begin moving south across the river **Shibboleth** into **Paraiya** on the **7th Rachalen**, beginning the **Shibboleth Campaign**. Fighting rages on in flood plains, fields, and plantations, with scattered groups fighting over fortified farmsteads. Granaries and other stores of food are priority targets and anything found is sent back to **Sarastro** to alleviate starvation. The city of **Louara** is taken by **Lidean** and **Sarastroan** forces on the **22nd**, becoming the main base for their incursions in **Paraiya** over the next months, though it is later retaken by imperial forces on the **11th Ashtalen**. It is fortified, allowing people of the **Runic Tribes** to pick off **Lidean** Forces, bringing a degree of safety to the region. What little food and resources **Sarastro** was able to take east to its beleaguered cities and troops is nowhere near enough, and people are growing desperate.

By the **16th Ashtalen** people across **Sarastro** are starving, causing the defence of **Argea**⁽⁴⁰⁾ to falter. By the **18th** there are riots in the cities of **Sathepra**, **Acatea**, **Faravar**, and **Napata**. The streets are lined with the bodies of the dead and starving, and civil conflict with police forces only increase this number.

Knowing that the situation is dire, Arch Sarakashar **Raishazar Melqart** seeks the advice of the Archidoxes and other military advisors. There is discord as some believe **Sarastro** should surrender, while others, blind sycophants of Sathep, say that they should fight on. With Sathep injured following the **First Ritual of Segarra**⁽⁴¹⁾, the Overcouncil is unable to reach an accord and fighting continues amid massed starvation. To make matters worse, the last **Sarastroan** troops are expelled from **Paraiya** on the **19th**, marking the end of the **SHIBBOLETH CAMPAIGN**.

39. An alliance of separatist Patrician Houses forms around the city of **Axsuah** in south eastern **Azazem** on the **19th Rachalen**. They pool their resources and spend months fortifying their lands, training their workers, and mobilising their armies, before declaring their independence from **Korachan**. By **Satavalen**, more Azazemi cities are drawn into the conflict, and **Korachan** launches a siege of the region that drags on until the **4th Akoralen**, after almost 6-months of fighting, with the alliance defeated. The city is razed and what remains of its people are either repopulated, many of them as slaves, or conscripted to the front lines in **Sarastro**.

40. The **First Siege of Argea** begins on the **5th Ashtalen**, calling upon most of its forces in the Arid Triptych. Following the taking of **Solonia** and surrounding lands, imperial forces push south towards **Argea**, bombarding it from afar, but its shaper corps are quick to neutralise the threat, causing many casualties in the imperial ranks before they even reach the city, which has been fortified throughout the war, with dozens of bastions scattered for miles around, each of which makes the imperial forces pay dearly for every step they take.

The forces make their way to the outskirts of the city where they scatter, taking cover as they advance steadily, unleashing oghur and steel oghur shock troops and mechanised legions that disgorge conscripts and fanatics deep into enemy-held territory, sowing discord. Most die, though it affords better trained and equipped forces to advance relatively untouched by the **11th**.

Eventually, **Tomyress Vilka**, the most infamous **Korachani** Archshaper taking part in the war, reaches a small tower a few miles outside Argea. Clad in the revered Iron Mantle *Auspices of Shadow*, and supported by 6 of the famed *Proedriin* of **Laaskha**, she begins to penetrate the magickal defences of the capital and surveils the surrounding area, taking detailed notes that are sent back to army command before she moves closer. On the **12th** she sneaks into the city unseen, and is able to disrupt **Sarastroan** communications. Meanwhile the *Proedriin* permanently neutralise **Sarastroan** magickal defences, allowing **Korachani** forces to resume long range disruptions and bombardments. It is only through the efforts of Sathep's *Archidoxes* - powerful archshapers and acolytes of his Hesychastic teachings - that the assailants are unable to utterly break down the **Argean** defences.

By the **15th Ashtalen** the imperial armies have pushed deeper into **Argea**, surrounding it, though the **Sarastroan** defence is dogged, leading to a stalemate, with few Korachani troops making it into the city. But that is all rendered moot as Sathep is about to put his final gambit into effect⁽⁴¹⁾.

In **Korachan**, weeks of conscriptions begin to bear fruit and around 300,000 new recruits start to receive basic training on the **2nd Nihavalen** prior to being shipped across the Inner Sea to assist in different theatres, particularly northern **Sarastro**. Troops and ships are sent to **Maleth**, finally lifting the siege there on the **8th Nihavalen**.

Over a hundred thousand new conscripts begin to flood into northern **Sarastro** starting on the **19th Nihavalen**, and they sail up the river Solona to **Argea**, beginning the **Second Siege of Argea**. The city and its environs are subjected to heavy bombardment before these fresh forces move in, supported by elites, tanks, shaper corps and shock troops.

After this, **Korachani** armies make a final push into **Argea** on the **30th Nihavalen**, abandoning attempts at securing wider territories in favour of cutting off the enemy's head. After weeks of conflict surrounding **Argea**, the city is effectively surrounded and cut off from other **Sarastroan** forces. Led by the indomitable Iron Angel, 2,000 clones of the 1st Steel Legion Gryphon Banner (the largest number of legionnaires seen in a single area of the war so far), storm into the city, but find themselves cut off in a series of ruined manufactories that are seeded with mines.

The Iron Angel is cut off by three *Archidoxes* and is attacked, being severely wounded before being forced to retreat. The legionnaires are surrounded by specialists and technarcane auxiliaries led by more *Archidoxes*, who slaughter them. This is remembered as the **Rout of the Korachani 1st** and remains one of the biggest blunders of the Steel Legions.

Without the inspiring presence of the Iron Angel and the Legionnaires, what remains of the **Korachani** army is itself cut down, its fresh recruits unprepared for the horrors of what they experience. The remnants flee and scatter to the north.

It is a blow the imperial army does not fully recover from and despite the stubbornness of **The Seven**, it is clear that **Sarastro** had gained the upper hand, though desperate fighting continues across **Sarastroan** cities, with cities and manufactories serving as the battlegrounds.

41. Prior to this, **Sathep the Risen** uses the godstone retrieved in **Nikan**⁽³⁵⁾ to perform a great magickal ritual on the **15th Ashtalen** that targets the great city of **Corybant** in **Venthir**, killing almost 200,000 people and destroying it in an explosion that surpasses anything else seen in the Fifth Age. The explosion lights up the night sky for over an hour, and its glow can be seen by forces fighting in **Argea**, over 200-miles away, causing imperial forces to falter, giving **Sarastroan** forces a reprieve and the impetus needed to push them back, securing the city. This is the **First Ritual of Segarra**.

News reaches **Khadon** of the event by the **16th**, but **The Seven** believe this to be a fluke and call **Sathep's** bluff, though they begin conscripting thousands of people to populate a massed invasion of **Argea** they hope will overwhelm **Sarastroan** defences through sheer numbers.

Even though the ritual almost kills him, **Sathep** knows he must prove the attack can be replicated and begins preparing for another. There is growing unease amid imperial forces in **Argea**, while **Sarastroan** people celebrate the event as a great miracle, quantifying **Sathep's** war with **Korachan**. Despite this, food riots become more widespread⁽³⁸⁾.

Still wounded, **Sathep** targets the city of **Tarati** with a second attack on the **22nd Ashtalen**, marking the **Second Ritual of Segarra**. The effects are not as pronounced this time – the city being farther away and Sathep himself being weaker, but it is still powerful enough to topple many buildings and leave thousands dead. **Sathep**

is so weakened by this second ritual and leadership of **Sarastro** is delegated to a mix of generals who put every last resource available to the nation to use.

Despite the second attack, **Khadon** still does not relent. But behind closed doors, The Seven and Korachani generals are deeply shaken by the attacks. Plans are discussed to assassinate Sathep and his generals, but nothing comes of them.

Hetepheres, on the other hand, reconsiders her actions and withdraws **Venthiri** forces from **Sarastro** though does not surrender, keeping her armies on alert. This effectively ends the **VENTHIRI/SARASTROAN WAR** and gives **Sarastro** the break it needs to consolidate its forces to repel Korachani troops

Imperial forces were observing for another powerful magickal attack and were able to triangulate the source to a small fortress outside **Argea**.

42. Despite imperial losses across the Inner Sea, **Korachan** still has at its disposal more manpower than **Sarastro**, it has more food reserves (more and more Sarastroan cities are facing starvation), and **Sathep** knows this. Despite his magickal prowess, he cannot win a war on so many different fronts whilst his forces are outnumbered, surrounded, and starving. Conversely, **Korachan** does not know whether **Sarastro** is capable of further attacks similar to the ones that destroyed **Corybant** and **Tarati**, and does not wish to get bogged down in a protracted war that will only be a siphon to already strained resources. Sathep agrees to meet with imperial envoys in Argea on the **19th Satavalen**. A ceasefire is called for as the terms are discussed over many days.

The **Sarastroan Treaty** is signed 4-days later on the **23rd Satavalen**. The treaty recognises **Sarastroan** sovereignty and independence, though this also brings with it various embargos and edicts that must be observed for peace to remain. It must relinquish territories gained to their former owners, including **Mharokk** and **Vaaltha**, though it retains control of **Ba'akh**, **Io**, and **Lidea**. The Korachani empire is no more. Instead, it is sundered in two – the High-empire of Korachan, with its capital in **Khadon**, and the Low-empire of Sarastro, with its capital in **Argea**. Both empires must acknowledge the respective religion of the other and both must open their borders to trade and travel, particularly the passage of pilgrims undertaking the Shadow March.

Pockets of fighting continue in various regions, including **Karakhas**, though these are isolated and largely due to miscommunication or troops being cut off from their command, and not knowing that the war is technically over. Of note is the region of **Anakarra** in **Vaaltha**, which continues to be attacked by mercenaries of the white league even as **Sarastroan** forces withdraw. It is an open secret that they continue to be employed by **Sarastro** and **Parthis** to disrupt the region.

A covert war between **Korachan** and **Sarastro** continues for many years after the independence of Sarastro, becoming known as the **Silent War**. Imperial agents of the **Sanctified Orders of the Inquisition** collect intelligence and perform counter intelligence as needed until 3722, when the War of Sundering is officially declared over.

Korachan will eventually lose control of **Mharokk** (3728) and later **Vaaltha** (3737), following years of **Sarastroan** diplomacy, trade and coercion, all of which are loopholes in the **Sarastroan Treaty** that go against its spirit. After this the two empires exist in an uneasy peace peppered with short localised conflicts along contested territorial boundaries, both on land and at sea, particularly as new borders are being drawn up.