

ORATOAN ANNALS

Turn 15

ଓଡ଼ିଆ: ହାତ୍ତିର ପାଦର ମହାନାଥ

521–525

We must be steadfast in our defense of our sacred lands.

—King Harápo II of Kéatoa

He are truly blessed in Oratoa with some amazing role players. I continue to be impressed by the stories on the boards, and by your public interactions with each other. Keep it up! The story is the thing that makes the game interesting to me (at least). Don't worry if you feel like you're not up to the high standards being set on the boards—the only thing that makes you better is practice.

While the goings-on of the “colonial” powers will be recounted in the Annals, the Annals themselves are not public knowledge to Sahûl... yet. Any colonial power that trades with a native Oratoan Realm will receive a copy of the Annals.

If your diplomacy is not mentioned in the newsletter, that's because it failed.

Please remember that longbow units can only be built in forest regions.

NEXT TURN DUE: FRIDAY 16 JULY 2010.

HEROS & SHIELDMAIDENS

Haki Hinga (LA77) UR age 38

Known as Haki One-Eye, he is a famous monster slayer. Owns a magic spear.

Cough many rulers sought for the hero Haki One-Eye, none found him. Sightings of him were reported in the foothills of Werin, and the Kaitawa sing stories of his adventures amongst the fire-drakes. Some even say he has earned the emnity of the Dragon Gimilzôr, and that the two of them have fought to a standstill on several occasions.



the utmost west AND THE ENDING ISLES

TÁKIWAT OF WHUTOA (10 H/HM)

Takriki Haki VII, Rangatira Nuatam, Roríki of Kuatoa and Kûre, Master of the Isles.

Trade: Ancalimë, CRD, Gúako, Hiktino, Kéatoa, Rangkua, Rotkarru, Woangnen

DP: None.

Haki VII spent his days deep in his cups and completely uninvolved in the matters of state. As the treasury grew fat, the warriors grew restive, until rumours began to surface that the King's own brother, Prince Maáka, sought to overthrow him. Indeed, he might have but for the coming of age of his nephew the King's son in 519. The athletic young man Haki, while not as well-spoken as his father or even his uncle, has nevertheless proven very popular with his people and the Roríki.

KINGDOM OF GÚAKO (19 H/HM)

His Serene Majesty, King Rúru II, the Do-Something, Rangatira Wangri, Takríki of Darkford, and Órikei of all Gúako.

Trade: Ancalimë, CRD, Kéatoa, Orofer, Rangkua, Rotkarru, Tongi, Whutoa, Woangnen

DP: Taranáki (T), Tuámmo (A)

RKing Rúru set about consolidating his quasi-reunited kingdom. A school for warriors was established in the jungles of Tengi, near the new town of Everwail. Two additional towns were founded: Skullcairn in mountainous Tekowha, and the port of Dimouth in Waóem on the Moána a Pakátu.

Great whopping piles of cash in small, easy to carry bags were dispatched to the Atíri-Moámwhi of the Church of the Red Death, and priests of the Church were allowed free reign within the kingdom. Local reactions are mixed.

In Tewhóka, at the gates of the ancient ruins of Kasvihaä, Prince Rawíri girt his loins and unsheathed the Sword of Gúako. Its light illumined the worried faces of his lieutenants. They urged him not to go; they begged him to take companions; they pleaded that he remember his duty as crown prince.

He would hear none of it, and he rebuked his men, “given the chance to die a hero, what man would choose to live a coward?”

The valiant Prince Rawíri walked slowly into the ruins that had once been a great city of the Eldar. He never walked out.

When news reached Darkford, a great wailing cry of mourning went up throughout the city. Rawíri’s younger brother Róngo was named heir by his grieving father, the King.

TÁKIWAT OF RANGKUA (6 H/HM)

Takríki Iháka of Rangkua.

Trade: CRD, Gúako, Hiktino, Kéatoa, Rotkarru, Tongi, Whutoa, Woangnen

DP: Iwíwe (T)

Ghe elderly Rangkuan Takríki Ikaróta died in 521 at the age of 72, leaving the throne to his 46-year old son. Takríki Iháka, who had been just about to leave on his own heroic quest, is only the second independent Rangkuan Takríki.

Iháka was determined to make something of his tiny realm. He sent diplomats hither and yon, ordered the construction of a school for magicians in Weir, expanded the town of Oakwood to a city, and even built a new priory in Tihengti. A scouting expedition to Rengu proved deadly, but the region is (for now, anyway) occupied by Rangkua.

Tithes to the Church of the Red Death were authorized by the new Takríki.

TÁKIWAT OF ROTKARRU (9 H/RD)

Takríki Matú III, Rangatira Moktoka, Roríki of Rotkoia, Tongiki of the Island of Rotkarru.

Trade: Ancalimë, CRD, Gúako, Hiktino, Rangkua, Roátru, Tongi, Whutoa, Woangnen

DP: Wanu (F), Karketoa (F)

Ghe annual one day only spring rain of haddock in Jollyport continued, prompting the creation of a new “Flopping Fish Festival”. Folks come from miles around to gorge themselves on fish and to take home barrels of salted haddock for the rest of the year. Due to the glut, the fishermen of the capital have by and large found other careers.

Rotkarru built the double port¹ town of Tucan Macau in Karketoa, prompting the locals there to join the Tákiwat.

Ngaíre Whani was given command of Rotkarru’s mighty navy, some 450 ships in all. She patrolled the seas looking for those who might bring harm to Rotkarru and her allies.

Rotkarru’s government expanded, and their sorcerers report a breakthrough in their arts.

¹ On the Hakapa Straits and Moána a Pakátu.

CHURCH OF THE RED DEATH (14 H/RD)

Whetíri II, Atíri-Moámwhi of the Church of the Red Death, Speaker to the Gods.

Trade: Gúako, Hiktino, Rangkua, Rotkarru, Tongi, Whutoa, Woangnen

DP: None.

 hetíri II despaired of unity among the Tongikan states. He offered sacrifices for the strength of the Tongika, though the only apparent effect was in the efficiency of the Church's scribes. Finally, he summoned the Moámwhi representatives of the Tongika and spoke to them.

"My brothers! My heart is full with vision from beyond the veil. Tawhiri III has passed beyond the curtain and walks in the presence of the hidden lords. His time has been fulfilled. He has prepared a way for me to lead the crimson brotherhood to a destiny worthy of their legacy.

"I have reviewed the reports from thornwood and am most pleased. We claim tribute from the dark turhéhu. This tribute is freely given and speaks in strong word to the strength of our warriors and to our message of freedom. We lead our enemies to a place where they may see and then respect the power of the Tongikan. The gold from núrel, talathnas, and othendar has a value far beyond the currency on open market. This gold represents the choice of a people, though these be elves, who have chosen to recognize that we are superior. Well done my Moámwhi... well done!

"However, today, all is not honey for your ears. The Tongikan has festered in abject ruin for too many years, its splinters slicing against one another in vanity and wishful bravado, seeking after childish prizes. Tákiwat plots against tákiwat, war lord tests his strength against war lord, and the people of the tarot suffer. My people shall no longer suffer!

"I bring a gift to you... to each of the tákiwat and to the federation. I bestow freedom and the prospect of glory on you. No long will the temple pander hopeful gifts to feed the self-esteem of the war lords. The favour of the temple shall be by

merit and not out of a misguided sense of equity among brothers. You are brothers, but this truth alone does not commend you for the blessings of the church. I shall not permit weakness to fester in the shadowed corners of the Tongikan.

"If there be death, let there be death. We are not afraid of its sting. If there is life, then let life make its claim no matter the cost. The great tree shall be pruned; the weak shall be cut from the trunk so that the strong might become stronger. The strong shall set a path into the mystery! The weak shall be burned in the night like chaff. You shall prove yourselves to Me... or You shall be found wanting."

Takríki Arana II of Roátru was declared a heretic, and missionaries were sent into his lands to preach true doctrine.

In 525, a cloaked and hooded foreigner was spirited into the Temple. Rumours are rife, but none know his identity.

The Church built a sorcery academy in the shadows of the Great Observatory. Government expanded. Again.

THE THIRD TONGIKAN WAR (522-525)

Hiktino vs. Tongi Federation

 like clockwork, every fifty years the increasingly heated rhetoric between the Tongikan states erupts into conflict and war in the pursuit of unity.

521: No Calm Before the Storm

Spies and rumours of spies filled the streets of Highcourt throughout the fall of 521. Amokapua II sent his personal guard, the Walári Lancers, into the city to put an end to it, culminating in a series of street brawls in some of the wealthiest neighbourhoods of the city.

522: The Opening

Maráma III, the master of Ebonhill, contemplated his prospects of re-unifying the once-great Tongikan Empire, and his words with the equally

proud Amokapua of Tongi grew ever less pleasant. Finally, word reached Ebonhill in the spring of 522 that Prince Tamahára of Tongi had led 10,000 infantry against the Hiktino garrison in far-off Núrel, and he could stand no more. Declaring that “the Church supports us!” Takríki Maráma of Hiktino declared war on the Tongi Federation.

In the Hiktino tributary of Núrel, 10,000 Tongi infantry advanced with warlike intent. The Yagnarist defenders were adequately dispersed with a single lightning bolt, and the region conquered.

Fearing the worst, Amokapua II summoned many of the warlords to Tongi, ostensibly for “consultations”.

523: *The Gambit*

In the south, Tongi forces occupied Yagnarist Díssarad, following a single lightning bolt and a brief battle.

The Battle of Highcourt (523)

In the spring, a fleet of 115 Hiktino ships appeared off the coast of Tongi. With no hail or challenge, they sailed directly into the harbour at Highcourt. Two lightning bolts discharged from the flagship, sending the Tongi fleet to the bottom of the harbour and doing a fair sight of damage to the city’s defensive works.

As this chaos was unfolding, panicked reports from the palace bore the tidings of the assassination of the Tongi ruler Amokapua. His young son (also named Amokapua) took command and rallied his leaders and forces to repel the Hiktino assault.

Hiktino forces quickly landed at the docks, perhaps 26,000 infantry and a handful of kura scouts. They were joined by an unexpected uprising in the palace districts. The defenders mustered a like number of men, though their force was mostly cavalry. In the confused fighting, both the Hiktino Takríki and his son were seen, as well as the indomitable Ietóro the Bald, wielding *Bone Breaker* to great effect against the defensive works.

The suddenly elevated Tongíki led the defense², ably assisted by the Takríki of Ati, Huánne, and Kauri. Unfortunately, Tongi’s cavalry was constrained in the urban environment and did not perform particularly well. Their engineers, however, turned their great engines of war upon the attackers and killed many thousands of the invaders.

At nightfall, the Hiktino invaders withdrew to the port. Their casualties numbered but 3,500 infantry and 1,000 scouts, but they included the great Takríki Maráma III, who had by all accounts died while personally leading a small detachment of men against the strongest of the remaining towers.

By contrast, the Tongi cavalry had been slaughtered, and perhaps 7,000 infantry and engineers remained. The Takríki of Ati and Kauri were both dead, and the young Tongíki Amokapua III was himself wounded. Even so, he did not sleep that night, instead planning the defense of the city. He was determined not to lose his capital on the second day of his reign.

As the sun rose on the second day of the assault, it became very clear that the young Tongíki Amokapua’s wish was not to be. Outnumbered three to one, the Tongi fought like demons, but they died like mortal men. A very few escaped the slaughter into the countryside, still loyal to Tongi. By midafternoon, the banner of Hiktino flew from the Tongi palace.

News of the defeat quickly spread throughout Tongi. The new Takríki of both Ati and Kauri renounced their alliance with Tongi. Huánne, whose Takríki had been killed on the second day of the assault, remained loyal.

524 – 525: *The Middle Game*

Hiktino and Tongi settled into a cold war of spy versus spy. Pehi rebelled from Tongi in 524, while Panru rebelled from Hiktino the following year.

² Both those who fought with him and those who fought against him consider the young Tongíki Amokapua III something of a military genius.

TÁKIWAT OF HIKTINO (9 H/RD)

Takríki Maráma III, Rangatíra Tuángeng, Tongiki of Ebonhill, True Heir of Empire.

Trade: CRD, Kéatoa, Rangkua, Roátru, Rotkarru, Whutoa, Woangnen

DP: None.

 aráma III threw his realm into war. Before he left on campaign, he presided over a mass slaughter, as Hiktino's slaves were sacrificed to the New Gods. Following this event, multiple births became the norm in Hiktino, with most mothers giving birth to twins, though triplets and even quadruplets were not unknown. The capital of Ebonhill expanded, as did the realm's fledgling government.

TONGI FEDERATION (4 H/RD)

Amokapua III, Rangatíra Rawhóri, Takríki and Tongiki of Tongi, First Among Equals of the Federation.

Trade: CRD, Gúako, Rangkua, Rotkarru, Whutoa

DP: Taúnga (F)

 mokapua III lost his capital and a smattering of other places as well. Nevertheless, sacrifices were offered to the New Gods, and the Federation's slaves were enlisted into government service, offsetting the loss of government infrastructure in the fall of Highcourt.

Various supplies were shipped to the Church.

The Southlander fleet at Mekawhéni suffered from infighting and at one point sunk several of their own ships. The survivors set sail for the south, but they left at the height of the monsoon season. Wreckage from their once mighty fleet washed ashore on several scattered islands.

TÁKIWAT OF ROÁTRU (4 H/RD)

Prince Tipene, Regent of Rodátru.

Takríki Arána III, the Young, Rangatíra Wukrung, Tongiki of Rodátru.

Trade: Ancalimë, Hiktino

DP: None.



Prince Típene brooded long on his brother the Takríki's growing scorn for the gods and his growing contempt for the Church. When the orders came for the Prince to return to the capital, a plan began to form in his mind.

On a dark, rainy night the following year in Stonehome, Prince Típene knocked sharply on the door of his nephew, the Crown Prince Arana.

"Get up. You are coming with me now on a trip to the great Temple."

The teenage prince rolled over. "What? Leave me Uncle; this is no time for jokes."

Típene walked over and grabbed the boy by the arm, yanking him out of bed and onto the floor. "Stand up, grab some clothing. We are leaving. Now."

The younger boy, Prince Ikawhénua, proved more obedient. Within hours, all three were aboard ship and out to sea.

Once the sun had risen, Prince Típene carried a large burden to the deck and unwrapped it grimly before calling for the boys. The young princes came running to the top deck, but they immediately slowed once they saw what was on the deck. Both boys began to cry and ran to the half-wrapped bloody bundle that had once been their father, the Takríki Arána II. They fell to their knees, hugged him, and cried. Their uncle stood back, solid and resolute, letting their emotions play out.

After a while, Prince Arana looked up at his uncle. "How did he die?"

"He was assassinated."

"Why?" asked Ikawhénua.

"He was declared a heretic by the church."

"Do you know who did it?"

"Yes."

"Well, who did it?" Ikawhénua sobbed.

Típene hesitated a moment before he answered, "me."

"No uncle! You're lying! Please say this is some ruse and you will kill the real killer." Ikawhénua sobbed.

There was a silence, and Típene saw the anger rise in Arana as the young man gathered the fortitude to face his uncle.

"I am now the Takríki of this nation, Uncle, and I demand you turn this boat around and return us to Stonehome."

Típene sighed. "No, nephew, you are the son of a heretic and are to be taken to the great Temple by order of the Church. There are several things you can choose to do, boys. You could try to run, which would be cowardice. You could try to fight, which would be reckless. You could try and negotiate, which would be folly. Or you could accept your fate, be brought before the Church, and be honourable. Which do you choose?"

Típene stared at the young man and saw his strength falter. Both of the young princes stood silent and still, no longer crying but beginning to understand the situation they faced.

"Do not start to think that this trip is solely for the Church. In order to save the people of our nation from destruction, we must do this. The Church and our nation are bigger than us. When we arrive at the temple, you will become a ward of the Church and stay with them. I will try to pick up the pieces your father left of our nation."

Típene embraced his nephews. "I have tried to spare you both, and I hope at some point you will understand why this all had to happen. Now we must prepare your father for this long voyage."

The trio washed the body as best they could. After letting the body dry, Típene cut an incision in its side and began preparing the body.



When the ship arrived at Rustwood, Prince Típene stepped on the dock in full battle array, the sun glinting off the plates of his lacquered lamellar armour, and the mighty sword *Beast Slayer* slung on his back. With jars of his brother's organs dangling from his belt, and followed by his nephews, Prince Típene carried the corpse of his brother to a waiting cart for the long journey.

The ride took days before they arrived at the great Temple. The mighty temple took Típene's breath away. It was so grand in size; it would dwarf the great buildings of Stonehome. The stairs seemed to go into the clouds. The massive Observatory went even higher. Every stone looked to have been placed by the gods through the hands of men. It was a sight that would make a man wonder why he would ever doubt the greatness of the hidden gods. He wished his brother were alive to see it.

They were met by a Guard of the Whispers and brought into the Temple of the Red Death.

Several days later, Prince Típene returned to his ship alone. It was only then that the greatest warrior in all Roátru finally did what any other man would have long since done. He wept.



Meanwhile, the instructions left by Prince Típene for the scribes and officials back in Stonehome were more or less followed. Great sacrifices to the gods, coupled with the spreading news that Arana II had been declared a heretic, fostered a religious revival throughout the realm.

Unfortunately, it was not enough to prevent the violent rebellion of the people of Whengo, or the more gentle withdrawal of Werri.

In the south, the war against the evil Turéhu continued under the leadership of Ihu Mokinui in the forests of Avæth. A lightning bolt and overwhelming numbers proved more than enough to conquer the region.

Princess Panía, sister to the new (but missing) Takríki, quested for a Firedrake egg.

CENTRAL ORATOA

BETWEEN GOOD AND EVIL

NEW ATUBURRK (Ø W&E/YG)

*Lord Kourbiedes, Governor of New Atuburk.
Mæthorcir the Scythe, Master of the Kura Riders of
Nenalph, Lord of Usk.*

Trade: None.

DP: Nenalph / "Usk" (A)

he Atuburk flying fortress remained over Nenalph, which the Southlanders named "Usk" in their fell tongue. After years of hostilities, a small force of skyships managed to land safely and engage in talks with the local Turéhu chieftains³. Surprisingly, the two parties discovered they shared religious views, and the Usk agreed to join with the Southlanders.

Experimentation in various farming techniques were carried out under the watchful (and sometimes disbelieving) eyes of Atuburk's new allies.

In 524, a great council was concluded aboard the Flying Fortress. Who was involved and what it portends, none know, but reports on the ground indicate a *Human* was involved.

BARONY OF FELL KOMMOLEK (Ø M/YG)

*Baron Goesk Annavas III, the Grim, of Kommolek,
Lord Treskaw, Burgrave of Fair Belsûnd.*

Trade: None.

DP: None.

n entirely new group of Southlanders, presumably from Atuburk's flying fortress, crossed the Nemæn and invaded Nefinn. Commanded by a man-sized lizard calling herself "Subjugator-General Vulpine", an army of 9,000 infantry, 5,000 centaurs, and a demon swept into the region. The Turéhu defenders were largely obliterated by a well-placed Firebolt, and the region was conquered. The new masters of Nefinn refer to the region as "Wrexym", a name they also apparently use for the ruins at Télirya.

³ Oddly enough, their common language is a dialect of Tánagat, though the Southlanders made a point of learning the Elvish tongue as quickly as possible.

The new Southlanders, like the Atuburk, seem to subsist largely on fish. Consequently, many fell sick and died until the right combination of river and sea fish were discovered.

ANCALIMË (19 E/UR)

King Dínenél of the House of Malvalas.

Trade: Gúako, Orofer, Pouákatoa, Roátru, Rotkarru, Tongi, Whutoa

DP: None.

 King Dínenél pressed the attack, determined to bring the Yagnarists to heel. Prince Gilnaur led his 35,000 infantry from Umllor to Amdír, where a quick Firebolt took care of most of the defenders. Urdan colonists were installed, and the Prince continued into Arluin.

Here, the defenders fled at the sight of the invaders. They proved tougher when the Urdan colonists appeared, and the Ancalimë suffered some casualties from hit and run raids.

While both regions are ostensibly friendly, they do contain large Yagnarist populations.

In the east, Urdan colonists settled in Zirbeth. Ancalimë warriors and colonists pushed south into Aghân, where the army took minimal casualties. A repeat in Hedhu was even easier as the local kura riders fled south as the Urdans approached. Apparently the Urdan army had been joined by the Hero Whéru Rawringe and his Firedrake Uánne, and they wanted no part of it.

The Elves expanded their charming port town of Silivith into a great city. The Elven sorcerers improved their knowledge of their arts.

Rumours have reached the capital of a beautiful maiden who has been travelling near the headwaters of the great river, healing the sick and bringing abundance to the hunters.

MARK OF OROFER (7 EH/IL)

Corualadh Half-Elven, Takriki of Orofer and Warden of the Mark.

Trade: Aíhetoa, Ancalimë, Gúako, Pouákatoa, Pakoa, Rotkarru

DP: Tawhtoa (F)

rincess Orodriel and her 30,000 warriors finished their work in Galbreth. Leaving a small garrison, they rode south to the coast of Lærarod, where they barely had time to pacify the region.

Orofer invaded Aban. Their army was led by the Hero Tengmango and Lord Koblakai and numbered 5,000 Elven archers and 13,000 kura riders. The Yagnarists were befuddled by Lord Koblakai's battlemagic and awed by Tengmango and the Fierce. Orofer took few casualties in the conquest.

The Mark's sorcerers made a breakthrough.

KINGDOM OF POUÁKAITOA (16 H/IL)

His Majesty King Róngó Fleetfoot, Son of Ihúhah Son of Etéra of the House of Ekara, Rangatíra Kawhe of the Éiwi of the Eagle, Órikei, Beloved of Iluvar.

Trade: Aíhetoa, Ancalimë, Orofer, Pakoa, Rotkarru, Tongi

DP: see below

ing Róngó sent his charismatic son Prince Kamwhai off to the sparsely populated frontier. The assorted kura herders and nomadic hunters of Noáko, Hutawhe, Írik, and Kúti all agreed to accept the King's suzerainty over them. The slightly less charismatic Prince Kaihapo went on a sabbatical.

In the west, things didn't go quite as well. The King dispatched the beautiful, smart, and deadly monster-slaying Hinwáhi Ngu to Werin at the head of more than 30,000 troops with orders to force tribute from the region. There were two major problems with this plan. The first was that nobody lived there, so tribute was not forthcoming. The second was that the region is completely overrun with Firedrakes. Now Hinwáhi Ngu and her handpicked troops, "the Chosen" did quite well in the "killing monsters and taking their hides for trophies" department. Unfortunately, the rest of the army wasn't so good at it, and they took substantial casualties before fleeing back to Hingoa.

The warrior Maáka returned to the King's court in Káwwhi bearing a magic sling and a magnificent tale of battle with trolls deep under the ruins of

Sákään. He was acclaimed a Hero, and already his tale is being sung throughout central Oratoa.

Pouákaitoa's great navy improved their tactics and ship design. A military academy was built in Káwwhi.

Lands of the Éiwi

EASTERN ORATOA FACING THE DAWN

TÁKIWAT OF WOANGNEN (8 H/ST)

Takriki Hukarére the Dour of Woangnen.

Trade: Gúako, Kéatoa, Kuroa, Rangkua, Rotkarru, Whutoa, Wihri

DP: None.

rince Amíri returned home to his wife and son, and soon the young family grew, as Princess Hauóra gave birth to three children in rapid succession.

KINGDOM OF KÉATOA (18 H/UR)

His Majesty King Harápo II, Son of Kíre Son of Harápo of the House of Kekáta, Rangatíra Tirwhekwu of the Éiwi of the Parrot, Órikei.

Trade: Gúako, Kuroa, Pakoa, Rangkua, Rotkarru, Whutoa, Woangnen

DP: Angoa (A), Mangana (T), Rekerra (F), Tennga (T)

éatoa quietly expanded. King Harápo sent diplomats throughout the borderlands with great success. Colonists were sent to the dense jungles of Kahawai. The little colony is thriving (1111)H.

The navy not only got more ships, they actually got more competent with the ones they had.

KINGDOM OF KUROA (16 H/UR)

His Majesty King Kiriáre III, the Eloquent, Son of Kaituéra Son of Atairi of the House of Ngeru, Rangatíra Kúanowhe of the Éiwi of the Kura, Órikei, Son of the Dragon.

Trade: Kéatoa, Gúako, Pakoa, Woangnen

DP: Tengkoa (F)

Che low, steady beat of the drums of war resounded throughout Kuroa. As steady as a heartbeat, it brought the armies of Kuroa to life. King Kaituéra received the news of Aíhetoa with pride that his brother had chosen to make a stand. It was a joyous time. People clamored to the streets to see the army as it marched to the sea, the great Sun Banner of the Kuroan Kingdom at the head of the parade. The streets of Renwet were littered with flower petals, rained down upon the brave warriors setting off for lands unknown. The ships unfurled the royal banner and set sail to the acclaim of the people, for this was to be a glorious time for Kuroa.

To prepare for the upcoming *Timpalak*, now moved to a slightly larger venue in Poháhu, many new public works were constructed there, and a great royal road built from the city of Sandlock to the capital at Renwhet.

The first *Timpalak* was perhaps not as well attended as the King had hoped. Many of the most able Kuroan warriors had sailed with the fleet, though of course the most athletic of the home army warriors clamoured to take part. Of foreigners, only Aíhetoa sent a small contingent.

Even so, the games were a glorious success. The events included foot and kura races of various lengths, contests of strength, and one-on-one combat in several styles. The games concluded with a rousing grand mêlée, Kuroans against Aíhetoans. After the Kuroans won the battle, both sides repaired to the local taverns, where the winners bought ale for the losers. Much merriment ensued.

The next *Timpalak* games are scheduled for 527.

A new town was built in Kuántu, a double port named Tuanmouth. Kuroa's government expanded.



Arári, a page of the Royal Court, had spent many nights in study, researching the origins of his people's royal house and the lost magics of his ancestors. He heard the rumours from old Princess Hauóra in Woangoa about strange things appear-

ing in the royal barrows. He took his leave of the royal court to quest for the truth in Woangoa.

Arári was welcomed by Princess Hauora and her family, and he was given full access to the royal barrows. One night in the local tavern, he listened as a group of rowdy locals spoke of the things they had seen there. They claimed that during the night, a brazier that had been unlit for years would suddenly burst into a mystical flame. This fire burned fiercer than normal fire, and in colour was an ethereal blue and white. The locals called it *Baelfire* or *Dragon Tears* and said it was the tears of the fallen dragon-born sons of Kuroa. Perhaps this was just the lead that Arári needed! He asked these adventures if they would join him in a quest set forth by the King. They gladly joined the resolute leader with visions of wealth and status dancing in their imaginations.

As the night drew long and the ale flowed like the Great Tuan River, Arári paid little attention to the warnings of the tavern keeper, warnings of something beyond the living. Perhaps the fires are the kings of the past, standing sentry over Kuroa? Perhaps (suggested one wag) the souls of Reverend Mother Dora and her nattering nuns now walk the barrows, and these fires are a warning that something not Orotoan that stalks the grounds of the hallowed dead... who knows?

The next night, Arári and his newfound friends set forth for the barrows, hoping to solve the mystery of the "Dragon Tears". They have yet to return, and those who walk the barrows by daylight have seen of them no sign.

THE INGAZI WAR (516-525)

(also known as *The War of the Aíhetoan Succession*)

Aíhetoa, Kuroa vs. New Ingazi

 Legent Ihu Crooknose bankrupted Aíhetoa building a mighty fleet to transport the Kingdom's armies and take the fight to the Southlanders. Vast numbers of Aíhetoa's military forces converged on Rangi for the campaign.

The Fate of the Great Fleet

Roríki Ihu Crooknose himself took command of the Great Fleet, some 190 ships, loaded to the gunwales with warriors, kura, and their equipment. The leaders of all of Aíhetoa's great houses, magnificent in their battle array, loaded themselves, their retainers, and house troops onto the ships of the Great Fleet. Truly the finest warriors of a generation gathered under Ihu Crooknose on the grand adventure to attack the fuzzies of New Ingazi and their Human subjects and drive them back to whence they'd come.

The fleet sailed with the tide, leaving Rangi on a warm midsummer's morning in 522. At sea, they were augmented by the Kuroan Royal fleet, some 125 ships led by the relatively inexperienced but valiant Lord Kiritópa.

They were, none of them, ever seen again in the lands of the living. They met a terrible storm in the Moána a Ningrúa. Wave piled upon wave, as a hurricane fiercer than any yet recorded transformed the sea into an impenetrable wall of water. Winds in excess of ninety knots tore through rigging and hull alike, smashing the Great Fleet to flinders. There were no survivors.

The Aftermath of Catastrophe: Kuroa

King Kaituéra II of Kuroa was horrified to hear the news from the south. He fell ill and quickly declined, dying just short of his 70th birthday in 524. His son, one of the greatest orators of this or any age, succeeded him as King Kiriáre III. The new King restored calm to Kuroa as he led his people in dignified mourning for their lost sons, brothers, and fathers.

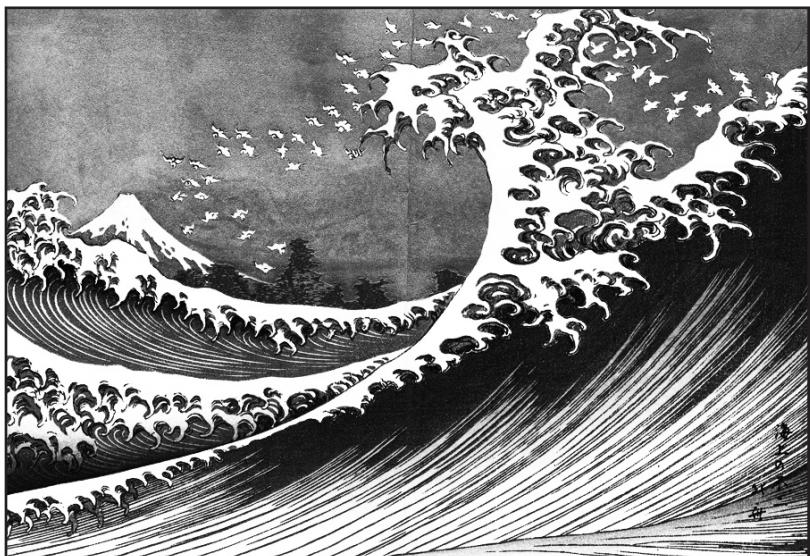
The Aftermath of Catastrophe: Aíhetoa

As the news filtered through Aíhetoa, a great wailing of mourning filled the kingdom. None of the great houses, not one, did not lose at least one family member. Most lost far more than that. The entire leadership of the Kingdom were wiped out in an instant, leaving the fate of the Kingdom in the hands of a twelve year-old King and a generation of second sons and others who never dreamed that they would be forced to manage the affairs of their house or clan. For some, the sudden rush of power went straight to their heads.

The truly unedifying spectacle of street fighting broke out in the capital of Rangi as different factions aimed to secure the palace and the person of the young King. It was hardly better in the provinces, where feuds held dormant by the steady hand of age and wisdom erupted into fighting thanks to the passions of younger men.

A few wiser souls tried to preserve some kind of order as the Kingdom spiraled into chaos.

In the north, the leadership of the largest remaining army fell to Takríki Tautóru of Tóan, a distant relative of the Royal House, who claims descent from King Rowapo II. Rather than march on Rangi, he secured the regions in his immediate vicinity and brought peace to Tóan, Kawhe, Tonróak, and even Wimna.



In the capital of Rangi, the faction led by Clan Kawhía finally triumphed over the other Clans and Houses, seizing both the palace and the port. Led by the ruthless Roríki Henáre, the Kawhía were soon adding bodies to the collection on the walls and issuing decrees in the King's name as a new Regency was established.

Unfortunately, quite a few of the other nobles would have none of it. Takríki Tautóru of Tóan refused to recognise the new Regency. He withdrew from the Kingdom until the Kawhía submit to a new Regency headed by him. Mangki, Múnat, and Nuángma simply rebelled.

NOTE: Civil War rules §10.4.4. are in effect.

KINGDOM OF AÍHETOA (7 H/UR)

Roríki Henáre the Ruthless, Rangatíra Kawhía, Regent for...

His Majesty King Kiatári III, Son of Kiatári Son of Kamíra of the House of Pápahu, Rangatíra Whári of the Éiwi of the Dolphin, Órikei.

Trade: Orofer, Pouákaitoa

DP: None.

 Aíhetoa is much diminished, but quickly getting back into order under the iron hand of the new Regent, Roríki Henáre of Clan Kawhía.

TÁKIWAT OF TÓAN (2 H/UR)

Takríki Tautóru of Tóan, Son of Kamíra Son of Rawáre of the House of Mánukau of Clan Whári of the Éiwi of the Dolphin.

Trade: None.

DP: None.

 Takríki Tautóru views himself as loyal to the Kingdom, but not to the Regency, as he regards Henáre as little more than a bandit. He calls on all loyal Aíhetoans to forsake the Regent and to join him in "freeing" the King and bringing order and justice to the Kingdom.

KINGDOM OF PAKOA (10 H/UR)

His Majesty King Hiríni, Son of Hóni Son of Hukarére of the House of Máki, Rangatíra Tuangua of the Éiwi of the Orca, Órikei.

Trade: Kéatoa, Kuroa, Orofer, Pouákaitoa, Woangnen

DP: None.

 Pakoa continued to build up their compact Kingdom. Mindful of the troubles of Aíhetoa, the King expanded Pakoa's army. Not wishing to be entangled with the ongoing Aíhetoan "stupidity", Pakoa withdrew from the Treaty of Pukei but indicated their willingness to be involved in a purely defensive arrangement.

In 522, Crown Prince Hataréi married the Shieldmaiden Réka Pápahu in a lavish celebration in Hikhéngri Abbey near the capital of Toan-Woang. The whole region of Téiwa was spruced up for the occasion, which has entered the Kaitawan vocabulary as the paradigm of epic revelry. The happy couple announced the birth of a daughter named Iritána the following year and a son named Kámiter in 525.

Pakoa's southern port of Heartsbay in allied Rurong was sabotaged by foreign agents. The King's own agents leapt to the scene to investigate and to root out any agents that might remain in Pakoan lands. The evidence at the scene seemed to implicate the Southlanders, but Pakoa employs some of the best operatives in the business and a tangled web of intrigue was soon unravelled. The adventure culminated in a running swordfight through the streets of Heartsbay and the seizure of an Aíhetoan ship anchored in the port. What it all portends, none can say.

VICEROYALTY OF NEW INGAZI (29 W/UR)

Baron Besar Gorres of Saint Ilana, Lord Trouserdale, Admiral of the Ocean Sea, Viceroy of New Ingazi.

Trade: None.

DP: None.

 Ngazi continued their defensive war against Aíhetoa, employing various sorceries to prevent an invasion of their colonies. In the east,

meanwhile, they secured Kúat through military force and the settlement of fuzzies from the south. They named their new colony New Walu. Another force landed at Motu Uánua (or “Wattirri” as the Southlanders name it) with a similar agenda and success.

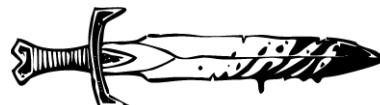
Urdan missionaries inundated both New Dara and Oamnga, intellectually devastating the arguments of the Dolphinista anarchists but also converting the hearts and minds of much of the general population.

The first Urdan priory of the Church Universal and Triumphant was built by New Ingazi near their capital of Saint Ilana. It is called *Martyrs of Walu*.

Viceroy Lord Trouserdale is now Viceroy *Baron* Trouserdale and a new flag was unveiled over the Viceregal palace: quarterly 1 & 4: gules, a tower argent; 2 & 3: vert, a galleon or.

The Viceroy announced in no uncertain terms that New Ingazi claimed “all islands bordering or within the Ninghan Sea, excepting only those territories on the Island of Ruwtam which may be under Araxean administration, and no other lands in Oratoa”. He did, however, also indicate that should the Aíhetoans press their attack, he would consider all Aíhetoan territory fair game.

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Proclamation of the Atíri-Moámwhi (522)

The Fourth Age, year 522 of the Oratoan Reckoning.

Let All of Oratoa Hear the Voice of the Gods!

The Church of Red Death has heard from Its Peoples and Rumour of a Kéatoan intent to open trade with these has posed the Question of where the urdan would settle.

It should be no surprise that there shall be no urdan settlement of any existing Tarotist region. Should this Ordering be tested by the ignorant or the stupid, then the Consequences shall be most severe.

To be clear. The Éiwi, in times Past, banished Our forefathers to the West. They shall not be allowed the fruit of Our labour in the Present. The Church shall not limit or otherwise restrict Trade among Realms, urdan or Tarotist. We shall, however, attend to, violently as necessary, the whimsical intrusions of urdans into Our Lands; Lands that are blessed upon Us by the Hidden Gods. To allow such an intrusion is a blasphemy of the God's Gifts, and shall be met with Consequence.

If concerned realms desire clarity, these are welcome to contact the Holy Marque along appropriate pathways.

The Atíri-Moámwhi

Speaker to the Gods, Voice from Beyond the Veil,
High Shaman of the Temple of the Red Death



IMPERIAL STRENGTH INDEX

#	<i>Realm</i>	<i>Player</i>	<i>Forum Name</i>	<i>E-mail</i>	<i>ISI</i>
<i>The Great Powers</i>					
1	Pouákaitoa.....	Frank Thein.....	Frank		554.9
2	Kéatoa.....	Jacob Solomon.....	Zath Amon	keatoa@gmail.com	423.2
3	Ancalimë	Brock Berge	Lorgar	brockberge@yahoo.com	412.3
4	Gúako.....	Harley Herrin.....	TechnoShaman		355.6
<i>Major Powers</i>					
5	Pakoa	Robert Ware	BaronBludmon.....	rkbw526@gmail.com.....	323.6
6	Whutoa.....	<i>open for a player</i>			284.4
7	Kuroa.....	Matt Sievers.....	Malleas.....	fantsigns@gmail.com	282.3
8	Rotkarru.....	Ed Allen	Touca Tuki.....	tgroove@att.net	244.2
9	Woangnen	<i>open for a player</i>			228.4
10	Orofer.....	Dawnwalker	Dawnwalker		217.5
<i>Minor Powers</i>					
11	Tongi	Dominick Morales ..	Moana Kahumanu		189.1
12	Hiktino.....	Jimmy Macias.....	Gregole.....	Jimmymac562@aol.com	175.0
13	CRD.....	Steve Speyer.....	Crimson Marque.....	crimsonmarque@gmail.com.....	161.0
14	Roátru	Michael Blythe	MikeB21		151.1
15	Rangkua	Ian Dimitri.....	IanDimitri		151.0
16	Aíhetoa	Patrick Ryan	Patrick.....		114.0
17	Tóan	<i>open for a player</i>			80.8

