

PREVIEW:

# REALMS OF ORAṬOA

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## LANDGRAB PROCEDURE

- 1 Each player chooses three positions in order of preference.
- 2 The landgrab begins at precisely noon (PDT) on Friday, January 8 and ends precisely 48 hours later, at noon (PDT) on Sunday, January 10.
- 3 During the time of the landgrab, **paid** players may e-mail their preference list to an e-mail address to be disclosed later.
- 4 Players will generally be assigned their first choice.
- 5 In the event that two players have the same first choice, the winner will be determined randomly, and the losing player will receive his second choice.
- 6 In the event that two players, having lost their first choice, have the same second choice, the winner will be determined randomly, and the losing player will receive his third choice.
- 7 And so on.

## NATIONAL RATINGS

The average rating for all Quality Ratings is 4. Each plus (+) or minus (-) symbol represents a deviation from this average. Likewise, NSR average is 3, BL 2, RS 4, IR 2.

Where listed, numbers indicate actual value.

C=Cavalry, I=Infantry, S=Siege, N=Naval.

NSR=National Sorcery Rating.

BL=Bureaucratic Level.

RS=Religious Strength.

IR=Intelligence Rating.

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Woocuts by diverse hands.

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Cruenti Dei: Preview: Realms of Oratoa

(v1.0)

## INTRODUCTION

*The realm ... is wide and deep and high and filled with many things: all manner of beasts and birds are found there; shoreless seas and stars uncounted; beauty that is an enchantment, and an ever-present peril; both joy and sorrow sharp as swords. In that realm a man may, perhaps, count himself fortunate to have wandered, but its very richness and strangeness tie the tongue of the traveller who would report them.*

*J.R.R. Tolkien*

Welcome to Oratoa! This is a whole new world, very different from Sahûl. It is a warm, sunny continent, steeped in mystery and deep in the embrace of an Heroic Age.



It is both far older and much younger than the civilizations to the south, inhabited by the ancient Eldar and their children the Elves, as well as by the new Kingdoms of Humans. It is a land of adventure, where the great sagas are still being written, where Heroes and Shieldmaidens quest for lost artifacts and dragons to slay, where the very gods still walk among men.

Tread carefully under the forest canopy, where monsters and forest spirits hide amongst the uncut trees.

Explore the crumbling ancient ruins perched in the shadows of the unclimbable cliffs of Katán, where the ghosts of long-dead warriors may prove your undoing.

### KINDREDS OF ORATOA

*Go not to the Elves for counsel, for they will say both no and yes.*

*J.R.R. Tolkien*

The Kindreds of Oratoa are physically similar. They are bipedal primates, standing on average just under two meters tall.

### ELVES (TURÉHU)

The Elves, or Turéhu, are long-lived, sometimes reaching 150 years. When young, Elves are wild, strong, and free, but as they age they become physically much weaker, intellectually dissipated,



deliberate and methodical. Elven society on Oratoa is mostly matrilinear and patriarchal.

Elven Realms may build Elven Archers, a bow Unit otherwise identical to LB that may be built in any Elven region.

#### HUMANS

Human culture on Oratoa originated with the Éiwi in the east, where the five Iron Age kingdoms speak a language known as Tánagat.

In the course of the last several hundred years, outcasts, dissenters, rebels, and adventurers headed west to form new societies, in the region called the West or the Ending Isles.

Because of their great adaptability, Humans may construct Special Forces Units.

#### RELIGION

*You must accept the truth from whatever source it comes.*

*Maimonides*

The four major religions all exist on Oratoa. While the gods may not be different from those of Sahûl, their behaviour and interaction with their worshippers are sometimes very different.

While there are several established Churches in Oratoa, and one actual Primacy, religion is less an institutional and much more a personal affair. In large part, this is due to the immanence of the gods. The gods walk Oratoa, particularly Urda's Sacred Animals and the Lords of the Tarot. They rarely interfere directly, but they advise, they cajole, and sometimes they leave gifts...

## AÍHETOA, KINGDOM OF

Human Tánagat Kingdom of the Éiwi of the Dolphin founded by Aíhapo at the place of landing called Rangí. For almost four centuries Aíhetoa steadily grew and prospered under a long line of just and wise kings.

Then, in 374, King Ropáta III died, leaving the throne to his daughter's husband, King Kamwhai I of Pouákaitoa. Aíhetoa was under Pouákaitoan rule on and off for over eighty years. It proved the catalyst for a continuing time of troubles, lasting to this day.

By the time Kiatári I definitively restored the native line of Kings in 457, Aíhetoa was fragmented and divided realm.

The emergence of the Dolphin Cult in Aíhetoa rocked the fragile Kingdom to its foundations. His inability to deal with the crisis prompted the overthrow of King Kamíra by his half-brother Kámíter in 485. The resulting civil war severely weakened the Kingdom. Shortly after Kámíter reestablished his royal authority, he died in 501 leaving the kingdom to his untried young son.

## AÍHETOA FACT SHEET

Capital	Rangi
Kindred	Human
Religion	Urda, Dolphin Cult
Gov't	Clan-based hereditary monarchy.
Military	Its strong military worn thin by a half-century of crisis, Aíhetoa yearns for a firm hand at the tiller and a few years of peace to rebuild.
Adjective	Aíhetoan
Language	Tánagat (Aíhetoan)
Borders	Pakoa
Trade	Kuroa, Orofer, Pakoa, Pouákaitoa
Regions	18

I+ W+ RS-



## ANCALIMĒ

After the end of the Bale Wars, many of the Wild Elves retained some remembrance of the Urdan ways of their ancestors.

Shortly after the initial landing of the Éiwi, the Humans made contact with the various Urdan Elven communities of the west coast. Some of these contacts encouraged the Elves of Ancalimē to organize into a proper kingdom, oddly structured to resemble the Éiwi Kingdoms.

Ancalimē's culture has matured from its barbaric roots, adapting even the best of the Éiwi arts. In music, however, the Elves reign supreme, and Elven minstrels can be found at the court of every great king.

The woodland realm has been remarkably stable, though many wars were fought with the southern Elves and, later, the Tongikan Empire. Since the breakup of the Tarotist empire and the founding of the Iluvarian March of Orofer, Ancalimē is feeling much safer than in centuries passed.

## ANCALIMĒ FACT SHEET

Capital	Arthdhurin
Kindred	Elven
Religion	Urda
Gov't	Clan-based, hereditary monarchy.
Military	One word: archers!
Adjective	Ancalimese
Language	Elven
Borders	Orofer, Pouákaitoa, Roátru
Trade	Orofer, Pouákaitoa, Roátru, Tongi
Regions	22

I-7 NSR++



## GUÁKO, KINGDOM OF

The foundation of Guáko dates from the mid third Century. Clan Wangri fled northern Kéatoa en masse following the incident now known as the *Oathbreaking of Wewhin Wangri* and came westward to found a new Kingdom at Darkford. Their kingdom prospered in the lawless west, under a long line of cheerfully fratricidal monarchs.

It was in Guáko that the Prophet Noangétu began the systemization of the *Way of the Hanged Man*. He taught for twenty years and penned a small book titled *Doctrines*, which is copied out by every preacher for himself during his training.

*"The Hanged Man calls every Hero committed enough to the adventure to die for it."*

(*Doctrines*, Prophet Noangétu)

Noangétu taught that there were a number of deities "equal in dominion" to the Hanged Man, so laying the bedrock for Oratoan Tarotism.

About thirty years ago, under the misrule of King Róngo VI, two small states broke away under the rule of junior members of Clan Wangri: Rangkoa and Wihri. Now that a new king has come to the Guákan throne, hope abounds that they will be recovered.

## GUÁKO FACT SHEET

Capital	Darkford
Kindred	Human
Religion	Way of the Hanged Man
Gov't	Clan-based hereditary monarchy.
Military	Strong, overly large army and largely theoretical navy keep Guáko one of the more powerful Tarotist states.
Adjective	Guákan
Language	Tánagat (NW)
Borders	Rangkoa, Wihri
Trade	CRD, Hiktino, Kéatoa, Rangkoa, Rotkarru, Tongi, Whutoa, Wihri, Woangnen
Regions	18

I+ S+ W- IR+

## HIKTINO, TÁKIWAŦ OF

The Tákiwat of Hiktino is the largest and most powerful of the four Tongikan successor states. With its capital at the old imperial capital of Ebonhill, the Tákiwas have over the years appropriated many of the trappings of the old Tongikan Emperors.

I++ S+ W- IR+

## HIKTINO FACT SHEET

Capital	Ebonhill
Kindred	Human
Religion	CRD
Gov't	Hereditary monarchy
Military	Hiktino is hemmed in by the other Tongikan successor states, and has rarely been at peace in the last century. Small but professional army.
Adjective	Hiktinan
Language	Tánagat (Tongikan)
Borders	CRD, Roátru, Tongi
Trade	Ancalimë, CRD, Kéatoa, Rangkoa, Roátru, Rotkarru, Tongi, Whutoa, Wihri, Woangnen
Regions	10



## KÉATOA, KINGDOM OF

Human Tánagat Kingdom of the Éiwi of the Parrot. Founded by King Kiritópa, Kéatoa is the northernmost of the original Human Kingdoms of Oratoa, and the history of its early settlement is fraught with more than the usual number of Dragons, Fire-Drakes, Wraiths, and assorted monsters. The Kéatoans claimed that this adversity made them strong. Perhaps. But it also weakened their Clan forces to the point that when Kuroa invaded in the late First Century, the Kéatoan defenses almost immediately collapsed. King Kaihtópa I was killed in the Battle of Hiwhin in 84, and for twenty years the Kingdom was under Kuroan rule. The native dynasty was restored by Kaihtópa II within years of his coming of age.

Since then, Kéatoan history has been a long litany of deposed and exiled Kings, as the royal house fought itself bloody for the throne. The current King, Harápo II, has endured no less than three attempted coups in his twenty year reign.

## KÉATOA FACT SHEET

Capital	Kiruak
Kindred	Human
Religion	Urda
Gov't	Clan-based hereditary monarchy.
Military	Kéatoa's army is second only to Pouákaitoa in the East. The navy never really recovered from the initial landing of the Éiwi, when King Kiritópa ordered it burned on the beach.
Adjective	Kéatoan
Language	Tánagat (Kéatoan, Rakitóan)
Borders	Kuroa, Woangnen
Trade	Guáko, Kuroa, Pakoa, Whutoa, Wihri, Woangnen
Regions	21

C+ I+ S+ W-- BL+ RS+



## KUROA, KINGDOM OF

Human Tánagat Kingdom of the Éiwi of the Kura. The Wepanoa (tigers?) were the first to domesticate the local Kura, and the third King changed the name of his Éiwi to Kuroa in honour of these mighty beasts in 56.

Legend has it that the fourth King, Emuhére, married a Dragon in Human form. Some of their descendants have exhibited strange powers, including the ability to transform themselves into a Fire-Drake. Over the years it has become a requirement for Kings of Kuroa to exhibit this ability.

With the development of Kura cavalry came the speed of attack and manoeuvre that fueled a nearly unstoppable war machine for centuries. At various times, the Kings of Kuroa were kings by right of conquest of Kéatoa (84–105) and Pakoa (149–194, 250–271).

The third century military over-extension bankrupted the Kingdom, and it only slowly recovered. In order to forestall an Aíhetoan invasion in 350, King Ataóru II submitted to Húnapo the Great of Pouákaitoa. When Ataóru's son Erutíri took the throne ten years later, he repudiated the Pouákaitoan hegemony, and Kuroa maintained its independence until the conquests of Kaihapo of Pouákaitoa in 457. Kaihapo's empire col-

lapsed upon his death the following year, and the last fifty years have seen steady growth.

### KUROA FACT SHEET

Capital	Renwhet
Kindred	Human
Religion	Urda
Gov't	Clan-based hereditary monarchy.
Military	Kuroa's cavalry is second to none, though their other forces lag behind. Their navy mostly keeps the trade lanes clear of sea serpents.
Adjective	Kuroan
Language	Tánagat (Kuroan)
Borders	Kéatoa, Pakoa
Trade	Aíhetoa, Kéatoa, Gúako, Pakoa, Wihri, Woangnen
Regions	14

C++ W- BL+



## OROFER, MARK OF

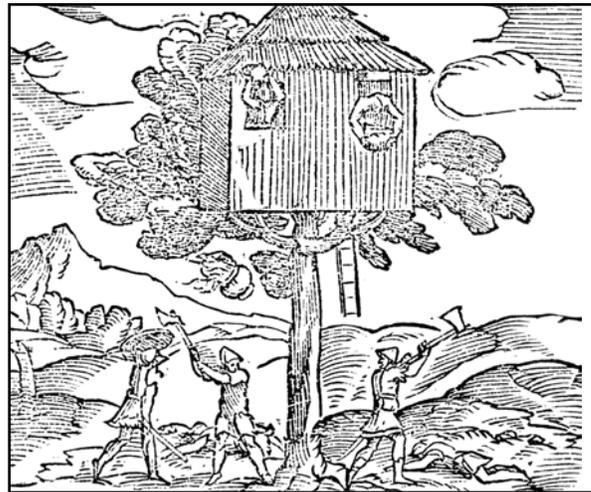
Orofer is a relatively new realm, having been founded in the closing years of the fifth century by Iluvarian Heroes from Pouákaitoa in the lands of the Wild Elves.

It is still ruled by its first prince, Corualadh Half-Elven. He is a cousin of the Pouákaitoan King, and the two realms have always been firm allies. The Prince is getting long in the tooth, and he has not named an heir. His many children and even grandchildren constantly attempt to out-do each other in heroic actions to catch the Prince's eye and favour.

## OROFER FACT SHEET

Capital	Mírchand
Kindred	Human, Elven
Religion	Iluvar
Gov't	Tribal monarchy.
Military	Orofer's archers form the backbone of their small army. Constant warfare against the southern evils have honed Orofer to a sharp edge.
Adjective	Orofei
Language	Elven, Tánagat (Pouákaitoan)
Borders	Ancalimë, Pouákaitoa
Trade	Aíhetoa, Ancalimë, Pouákaitoa, Pakoa
Regions	7

I++ W- RS++



## PAKOA, KINGDOM OF

Human Tánagat Kingdom of the Éiwi of the Orca. Throughout its history, Pakoa has repeatedly found itself hemmed in by Aíhetoa and Kuroa. Indeed, it was conquered by Kuroa twice (149–194, 250–271).

Since then, it has very much stayed out of major conflicts, engaging only in the usual sorts of border skirmishes.

Although Pakoa is home to more Clans than any other of the eastern kingdoms, this has not led to disunity. Indeed, the royal Clan has been so successful at managing the multitude of smaller Clans, none have become large enough to form the sorts of great noble houses that exist in the other kingdoms.

## PAKOA FACT SHEET

Capital	Toang-woang
Kindred	Human
Religion	Urda
Gov't	Central, hereditary monarchy.
Military	Pakoa is built for defense. A small mobile army compliments a large number of forts and keeps.
Adjective	Pakoan
Language	Tánagat (Pakoan)
Borders	Aíhetoa
Trade	Aíhetoa, Kéatoa, Kuroa, Orofer, Pouákaitoa, Woangnen
Regions	17

I+ S++



## ΠΟΥΑΚΑΙΤΟΑ, KINGDOM

Human Tánagat Kingdom of the Éiwi of the Eagle. At the time of the Settlement, the Pouákaitoa occupied the vales of the river they called Noárkah. The land was rich, and it seemed as through ruined cities and temples grew from every bend in the river.

King Iotúru established his Great Hall around the trunk of an ancient oak tree at the commanding Eldar ruin they named Káwwhi, or “weeping”.

Because the Pouákaitoa consisted of a small number of very large Clans, early Pouákaitoan history revolves around the struggle between the Kings on the one hand, and the Takríki (Earls) on the other. After King Aátaki was driven to exile in 121, the Takríki simply ruled as sub-kings in their own right, until King Aátattíue broke them at the Battle of Whítke in 182.

The Kingdom was briefly split into an eastern and a western kingdom in the early fourth century. After the kingdom was reunited, Húnapo the Great ascended the throne. He made no secret of his desire to unite the Éiwi under his rule, and after a short war, he received the submission of King Ataóru II of Kuroa in 350.

In 359, following the *Visitation of Iluvar*, the King and his court converted to Iluvarianism. The realm followed quickly. Húnapo's son, King Kamwhai, extended his rule to what had been the Yagnarist state of Orofer in 364, and to Aíhetoa in 374. While Pouákaitoa did not forcibly extend their religious views to the other Éiwi, Orofer was another matter entirely.

Pouákaitoa declined during the reign of the weak King Kamki. Upon his ascension to the throne, the Aíhetoans chose a King of their native dynasty. Kamki did nothing to stop this rebellion, and by the time of his death in 409, Kéatoa was all but independent as well.

Pouákaitoa's fortunes waxed and waned in the fifth century, as King Kaihapo conquered and ruled Aíhetoa and Kuroa, both of which were lost by his successors.



*POUÁKAITOA FACT SHEET*

Capital	Káwwhi
Kindred	Human
Religion	Iluvar
Gov't	Feudal, hereditary monarchy.
Military	The Kings of Pouákaitoa command the largest and most powerful military on the continent. With the recent reestablishment of the March of Orofer as an independet realm, these two realms have been sending deep raids into the Yagnarist lands to prevent any

	Elven organization there, with the probable intention of extending Iluvarian influence in the southern forests.
Adjective	Pouákaitoan
Language	Tánagat (Pouákaitoan)
Borders	Ancalimë
Trade	Aíhetoa, Ancalimë, Orofer, Pakoa, Tongi
Regions	28

C++ I+ S+ NSR+ BL+ RS++



## RANGKUA, ʻĀKIWAŌ OF

As an independent state, Rang-kua is only about thirty years old. It is one of two small states that broke away from Guáko under the rule of junior members of Clan Wangri.

### RANGKUA FACT SHEET

Capital	Weir
Kindred	Human
Religion	Way of the Hanged Man
Gov't	Clan-based hereditary monarchy.
Military	Small but powerful army.
Adjective	Rangkuan
Language	Tánagat (NW)
Borders	Gúako, Wihri
Trade	CRD, Gúako, Hiktino, Kéatoa, Rotkarru, Tongi, Whutoa, Wihri, Woangnen
Regions	8

I+ S+ RS+

## RED DEATH, CHURCH OF ʻĪHE

The only Primacy in Oratoa, the Church of the Red Death is the closest thing in Oratoa to “traditional” Tarotism. The Church follows the scarlet-hooded figure that is the personification of the disease that ended the Second Age of Oratoa, but they do not worship him. Instead, they worship all of the “new gods” of which they’re aware, and they hold that the Red Death is their herald and harbinger.

Their megalithic astronomical observatory is one of the wonders of Oratoa.

### CRD FACT SHEET

Capital	Rustwood
Kindred	Human
Religion	Church of the Red Death
Gov't	Tarotist Primacy
Military	Not much.
Adjective	none
Language	Tánagat (Tongikan)
Borders	Hiktino, Roátru
Trade	Gúako, Hiktino, Rangkua, Rotkarru, Roátru, Tongi, Whutoa, Wihri, Woangnen
Regions	1

S+ NSR++ BL+ RS++ IR+

### ROÁTRU, TÁKIWAĖ OF

The Tákiwat of Roátru is one of the four Tongikan successor states. Constant low-level hostilities with the Elves of Ancalimë is a fact of life, especially when Roátru has a particularly religious ruler.

#### ROÁTRU FACT SHEET

Capital	Stonehome
Kindred	Human
Religion	CRD
Gov't	hereditary monarchy.
Military	Great defensive works form the backbone of the Roátruan military.
Adjective	Roátruan
Language	Tánagat (Tongikan)
Borders	Ancalimë, CRD, Hiktino
Trade	Ancalimë, CRD, Hiktino, Tongi, Whutoa
Regions	8

I+ S+ W-

### ROĖKARRU, TÁKIWAĖ OF

The Tákiwat of Rotkarru is one of the four Tongikan successor states. Once a pirate haven, the island of Rotkarru was typically unified only in their hatred for outsiders. Under the iron fist of the Tongikan Emperors, however, the island was hammered into something approaching order.

As the Empire declined, the fortunes of the Tákiwat rose. With full independence came a hankering for territory on the mainland. They've conquered huge swaths of land repeatedly, but they never seem to be able to hold onto it.

#### ROTKARRU FACT SHEET

Capital	Jollyport
Kindred	Human
Religion	CRD
Gov't	hereditary monarchy.
Military	Impressive navy and the best cavalry around.
Adjective	Rotkarran
Language	Tánagat (Tongikan)
Borders	Ancalimë, CRD, Hiktino
Trade	CRD, Gúako, Hiktino, Rangkoa, Tongi, Wihri, Whutoa, Woangnen
Regions	7 (isle), 3 (mainland)

C+ W+ BL-

## TONGI FEDERATION

The Tongi Federation is one of the four Tongikan successor states. Containing the original homeland of the Tongikan Empire, the Tongi warlords claim

### TONGI FEDERATION FACT SHEET

Capital	Highcourt
Kindred	Human
Religion	CRD
Gov't	Federation of squabbling warlords
Military	The bulk of the Federation armies are individually maintained by half a dozen semi-independent warlords. While warriors are numerous, they could not be more disorganized.
Adjective	Tongi, Federation
Language	Tánagat (Tongikan)
Borders	Hiktino
Trade	CRD, Gúako, Hiktino, Rangkoa, Roátru, Rotkarru, Wihri, Whutoa
Regions	13

I+ BL- IR+

## WHUTOA, KINGDOM OF

The origins of Whutoa are obscure. The kings of Whutoa have always claimed that they were a cadet branch of the Pakoan royal house that fled into exile during the first Kuroan occupation. There is no record of any such exodus in either Kuroa or Pakoa, and they regard Whutoa as just another pirate haven with delusions of grandeur.

The Kingdom definitively dates to the mid second century at the latest, and it has been a major power for at least a century.

### WHUTOA FACT SHEET

Capital	Hedgcape
Kindred	Human
Religion	Way of the Hanged Man
Gov't	House-based, hereditary monarchy.
Military	Whutoa's relative isolation and mighty navy keep it safe.
Adjective	Whutoan
Language	Tánagat (Whutoan)
Borders	none
Trade	CRD, Gúako, Hiktino, Kéatoa, Rangkoa, Roátru, Rotkarru, Wihri, Woangnen
Regions	17

C-- W++ BL+ NSR+

### WIHRI, ƧÁKÍWAG ÓF

As an independent state, Wihri is only about thirty years old. It is one of two small states that broke away from Guáko under the rule of junior members of Clan Wangri.

#### WIHRI FACT SHEET

Capital	Slopecastle
Kindred	Human
Religion	Way of the Hanged Man
Gov't	Clan-based hereditary monarchy.
Military	Small but powerful army.
Adjective	Wihri
Language	Tánagat (NW)
Borders	Gúako, Wihri
Trade	CRD, Gúako, Hiktino, Kéatoa, Rangkua, Rotkarru, Tongi, Whutoa, Woangnen
Regions	7

I+ S+ W-

### WOANGNEN, ƧÁKÍWAG ÓF

Perched precariously on the northern Rakitóa Peninsula, Woangnen was founded in the second Century as a refuge for criminals, pirates, and other n'er-do-wells. It's calmed down a little, but the presence of Kéatoan forces in the area always makes them a bit nervous.

The government is chaotic, and they've been known to burn through two or three rulers in any given decade.

#### WOANGNEN FACT SHEET

Capital	Flatmarsh
Kindred	Human
Religion	Strength
Gov't	de jure hereditary monarchy, de facto rule by warlords
Military	In the hands of the warlords.
Adjective	Woangnoan
Language	Tánagat (Rakitóan)
Borders	Kéatoa
Trade	Gúako, Kéatoa, Kuroa, Rangkua, Rotkarru, Whutoa, Wihri
Regions	9

I+ BL- IR+