

# CRUENTI DEI ORATOIA

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Sardarthion Press  
Tacoma  
2010

SARDARTHION PRESS, Tacoma Washington, Republic of Cascadia.  
*www.sardarthion.com*

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Printed in the United States of America.

*Cruenti Dei: Oratoa* Player's Guide.

(v1.05)

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## 1. INTRODUCTION

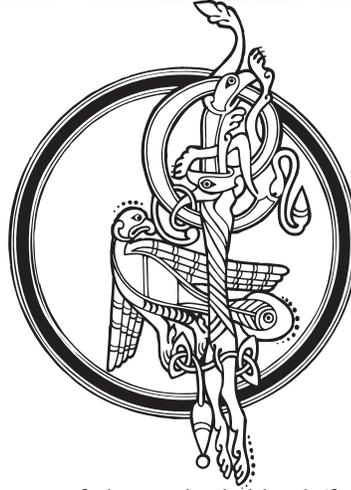
*The realm ... is wide and deep and high and filled with many things: all manner of beasts and birds are found there; shoreless seas and stars uncounted; beauty that is an enchantment, and an ever-present peril; both joy and sorrow sharp as swords. In that realm a man may, perhaps, count himself fortunate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

*J.R.R. Tolkien*

**W**elcome to Oratoa! This is a whole new world, very different from Sahùl. It is a warm, sunny continent, steeped in mystery and 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 shad-



ows of the unclimbable cliffs of Katán, where the ghosts of long-dead warriors may prove your undoing.

### 1.1 OF LANGUAGE

**C**he accent marks found on Tánagatan words indicate accented syllables rather than any change in pronunciation. Technically, Oratoa should be spelled "Oratóa", but the -oa ending is so endemic that the accent is usually not added in this case.

The language of the Eldar, by contrast, is rife with sounds unusual to Sahùlian and even Tánagatan ears, and the numerous diacritical marks only give a vague idea of the actual pronunciation of the sounds they are meant to convey.

The Humans of Oratoa tend to give their towns and other sites

## ⊕. compendium ORATOA

### A

#### AATOS

Great Eldar city of the First Age, located in the lands of Queen Mäatilojen. It was destroyed during the *Ruinaton*, though there are persistent rumours of underwater ruins just off the coast of Kuát that are sometimes associated with Aatos.

#### AHORÁNGI

Only ruling Queen of Pouákaitoa, reigning 141 to 144. She is sometimes credited with restoring the monarchy.

#### AÍHETOA, KINGDOM OF

Human Tánagat Kingdom of the Éiwi of the Dolphin founded by Aíhapo at the place of landing called Rangi. 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.

#### SEAL OF AÍHETOA



#### 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, Aihetoa yearns for a firm hand at the tiller and a few years of peace to rebuild.
Adjective	Aihetoan
Language	Tánagat (Aihetoan)

### ÁIO, QUEEN

Wife of Tongikan Emperor Wheta II (d. 322), mother and regent for the child Emperor Ietóro (d. 334). Died leading house troops against her brother-in-law, the usurper Ropáta, in 332. Still honoured by many on the Tongi coast as a house goddess of protection.

### ANCALIMĒ

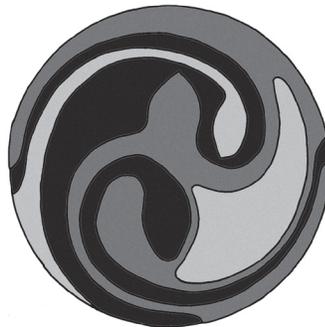
Elven Kingdom in southwestern Oratoa, ruled by a line of kings that claim descent from the House of Valas.

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.

### SEAL OF ANCALIMĒ



### ANCALIMĒ FACT SHEET

Capital	Arthdthurin
Kindred	Elven
Religion	Urda
Gov't	Clan-based, hereditary monarchy.
Military	One word: archers!
Adjective	Ancalimese
Language	Elven

### ANGILDÚATH

Megalithic fortress located in the Thornwood highlands. See *Hiisi* for more information.

### ARN, KING

Legendary king usually identified with Hárnona, a pirate who established a haven at Télirya on the southern coast of the Thornwood in the third century. A wildly successful pirate, Arn's cru-