

Uruzary Corps

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Meta-org Summary

The Uruzary Corps, otherwise known as the *Ojak*, is the elite High Orcish and High Ogre infantry of the Shariahof Edgeland Desert. Named as servants of the Shariahand Shariah's household, the High Orcs (and High Ogres) are recruited as children, and kept as indentured slaves for a twenty-year term of service. The *Ojak* has three branches: the *Bashi*, or "cooks," who are the infantry; the *Bajji*, or "gardeners," who deal with security and policing; and the *Kapish*, or "janitors" who are the Shariah's executioners.

History of the Ojak

Introduction

In the final years of the Great War, the *Uroz*, or High Orcs, ruled the mountains of the Edgeland Desert. When Ozef the Barbarian smashed Ghayar, he also broke the tyrannical hold of the High Orcish maliks, and razed the city of Mukhazin to the ground. Not content to merely drive them out of his territories, he claimed rulership of the High Orcs and High Ogres for himself.

For the next three generations, the Shariahs of Edgeland Desert fought High Orcish rebellions in every generation. Several hundred years ago, the legendary Jehef the Splendid opted for a new strategy: instead of fighting with them, he co-opted them into a special unit. In doing so, he removed much of the identity of most of the High Orcish tribes (along with their standards).

To this day, the Uruzary Corps embodies much of the core identity of the High Orcs of Edgeland Desert. While much of that identity (including the language, for the most part) has been abandoned, it is a matter of great pride for a High Orc to boast a relative in the Corps. Moreover, the prestige of the Corps has allowed High Orcs a symbolic place in the Edgeland. While High Orcs still endure terrible economic discrimination, the symbolic place of the Uruzary Corps as part of the Shariah's own household makes it clear that High Orcs are not to be

subjected to random attempts at wholesale extermination, as is the case elsewhere in the world.

The Ojak – the Corps as a Whole

The Uruzary Corps as a whole is referred to as the *Ojak*, or household. Symbolically, at least, the Uruzary Corps is the Shariah's household: both as his indentured slaves, and as people directly under his protection. An individual unit, numbering about 400 uruzaries total, is referred to as an *Orta*, or room. The *Orta* is the primary level of organization, expected to sustain itself on campaign.

There are three different sorts of *Ortas*: *Bashi*, *Bajji*, and *Kapish*. Each type symbolically occupies an office in the Shariah's household. The *Bashi*, which means "cooks," are the most common Uruzaries. Depending on where they are stationed, *Bashi* may sometimes be referred to as *Jemaat*, or frontier guards; *Beuluks*, the main guard of the Edgeland Desert; or *Sekban*, the Reserve (for retired Uruzaries): there are also training, or *Cevirmek*, units that are referred to as *Bashi*. The *Bajji*, or "gardeners," are police units, responsible for security, which often operate clandestinely. Finally, the dreaded *Kapish*, or "janitors," are the messengers of the Shariah's court, whose responsibility extends to executing dignitaries who have failed the Shariah (traditionally with the aid of a bowstring).

The *Ojak*'s discipline is legendary, and is the embodiment of the Shariah's Truce: that the Shariah is the only source of authority. Because of this, the command of a superior, embodying the Shariah's will, is an absolute. Uruzaries have been known to obey even suicidal orders. In principle, at least, Uruzaries are supposed to act as if they are dead people, animated by their superiors. If they do not, punishments are swift and severe.

This being said, however, the *Ojak* also recognizes a doctrine called *Giribim* – that the *intent* of the superior is supreme. Essentially, obedience to *Giribim* means that the Uruzary understands and internalizes the intent of the superior, to the point that the Uruzary makes the same choice that the commander would make, given the information currently at hand (the word translates loosely as "enterprise"). While the lower-level Uruzaries (especially among the usually less intelligent *Bashi*) are discouraged from the use of the *Giribim*, it is much used among officers, as well as the *Bajji* and *Kapish* units. Use of this doctrine can sometimes lead to strikingly independent actions by individual officers. Uruzaries seldom have a chance to



mistakenly exercise Giribim more than once, as doing so is very painful, and often fatal.

Recruitment and Lifestyle

Every four to six years, Uruzary officers gather High Orcish children to a ceremony called the Fierce Harvest. Up to half of the youth present at the Harvest are accepted, and indentured into a 20-year term as an indentured slave. As it is a great honour to place one's offspring into the Ojak (and as tribal leaders collect a head-price for doing so) many youth turn out, and competition for places is fierce. In recent years the Shariah has begun to accept half-High Orcs as their Intelligence is a bit higher and it seems to calm people down a bit if they see a half-High Orc is a member of the squad. But this is not always the case as the half-High Orcs feel they need to "prove" that they can be just as fierce as their full-blooded cousins.

When first accepted, the young High Orc is sent to join a Cevirmek, or training, Orta, where he or she remains until fully grown. In the Cevirmek, he or she is educated as far as talent and inclination allows, and steeped in the traditions of the Orta. Communication with their families of origin is not allowed at this time, in any fashion. At graduation, the young Uruzary joins the Orta to which it will belong for most of the rest of its life.

The life of an Orta is monastic. In principle at least, no Uruzary is allowed to own personal property, to marry, or to accept rewards from anyone outside of the Ojak. In practice, however, small tokens of personal import, including favourite weapons, are permitted. While Uruzaries do not marry, they often take an interest in nieces and nephews, so far as their duties allow. While they will not accept rewards, they will accept donations to their Orta, which they may then put to immediate use according to Giribim. This allows some Uruzaries to practice a trade at need, although the practice is frowned on as a potential abuse of Uruzary privilege. Notwithstanding these normal uses (and occasional abuses), the life of a Uruzary is chaste, celibate, poor, and obedient. There are no Chaotic Uruzaries.

While not officially condoned, a fierce rivalry exists between Ortas. Each Orta attempts to outdo the others on the battlefield, as well as in the frequent team sports that pit Ortas against each other. Team sports are usually "full contact" events, replete with bruises, broken bones, and internal injuries. Between insults received in such contests, and competition for

supplies on campaign, there is no shortage of causes for duels.

Duelling, although absolutely forbidden within an Orta, is sanctioned on an individual level between members of different Ortas. The most fashionable is the *Kavka al-Mendil*, or handkerchief duel. In the al-Mendil, each combatant grasps one end of a handkerchief. In the other hand, they hold a dagger. The combatant left holding the handkerchief is the winner.

Uruzaries leave their Orta in three ways. In the first place, they may die. Secondly, they may be promoted to a command rank, which involves placing them in charge of another Orta. Thirdly, if their term of service runs out, the High Orc is transferred to one of the Sekban Ortas, with a symbolic barracks in the fortress of Dar-Zaribad. Dar-Zaribad, built on top of the ruins of the ancient High Orcish city of Mukhazin, will give space and shelter to retired Uruzaries as needed. Most Uruzaries, however, find their own honoured places among tribal leadership on retirement.

The Uruzaries follow the Path of the Seeker: the Corps values honesty, poverty, humility (especially found in following orders), and endurance. These are thought to be truly military virtues, which bring Uruzaries to victory. By contrast, wealth is shunned as corruption: piety tends to be regarded as affectation, and honour as a dangerous form of arrogance. Generosity is shunned as the creator of factions, and devotion to family is a discipline problem that tempts desertion.

Uruzary Rights

In practice, Uruzaries have three unusual rights, which are not shared by other people in Edgeland Desert. In the first place, they have a private judicial system: while anyone can accuse an Uruzary of a crime, only the Uruzary's Orta can pass judgement. Secondly, Uruzaries have the right to food and shelter. While this is normally filled in their barracks, an Uruzary officer on campaign may insist on being billeted, and take over a structure for his or her unit's use. Thirdly, the Ojak has the right to expect the assistance of the other servants of the Shariah: to that end, an Uruzary officer on campaign is permitted to require citizens to perform a day's worth of labour. Much resented, these latter two powers are occasionally abused by officers attempting to intimidate civilians, as well as by ordinary Uruzaries claiming the privilege through Giribim. In general, however, Uruzaries choose



their victims with care, so as to raise minimal resentment by the populace as a whole.

Uruzary Dress and symbols.

The dress of Uruzaries is plain white, with brown cloaks, turbans (or **keffiyeh**), and trim. The only exceptions are for Orta commanders may wear red in their turbans and trim, while subalterns use black. The badge of the Orta is worn on the left shoulder of the tunic, and one may also be placed on (or in) the turban. Agas usually wear purple, although their dress can vary considerably.

Any Orta has a distinctive standard, which is inherited from one of the conquered High Orcish/Ogre tribes. The standards may sometimes be idiosyncratic: The 17th Orta, for instance, "Umek Kemek," or Chewed Bones, uses a standard made of a bundle of human thigh bones on a pole. While the Uruzaries are very proud of their standard, they really only distinguish one unit from another: there is no shame associated with losing one in battle.

A more important symbol, by contrast, is the cooking kettles of the Orta. These massive cauldrons, large enough to require 4 strong High Orcs to carry them, are the symbol of the Orta's position as part of the Shariah's household. Uruzaries who are in mutiny traditionally turn their kettles upside-down, to symbolize refusal of the Shariah's food. During battle, these are left in a prominent position in the camp: it is a great disgrace for a Uruzary unit to lose their kettles (which would involve the enemy overrunning their camp). More importantly, it will result in difficulty in cooking – a fact that will disturb Uruzaries who are otherwise unmoved by disgrace.

The Uruzaries also have a distinctive form of music. It's bizarre, high-pitched swirling sound is unnerving to foes who encounter it in battle, and members of the Uruzary *mehtar* bands may expect to draw some attacks.

Relations with Other Groups

The High Orc/Ogre population looks up to the Uruzary Corps, to the point of idolizing them. Strangely, however, members of the Uruzary Corps do not adopt the swaggering posture around High Orcs/Ogres that one might expect. Rather, perhaps because of their monastic lifestyle, or perhaps because of the influence of Daoudism, Uruzaries tend to be very reticent about their deeds and prowess – especially with non-Uruzary High Orcs. However, the Uruzaries do see themselves as in some sense protecting

the High Orcish population, and officers give due consideration to the effect that their actions will have on the relationship the local High Orc tribe has with the human authorities.

Uruzaries are trained to react to the wealthy and powerful with barely concealed disdain. In part, this is a reflection of Uruzary sympathy with the lowly High Orcs. However, it is also policy: the wealthy and powerful generally represent independent power bases, who may well be opposed to the Shariah. As such, successive Shariahs have made certain to cultivate this attitude. By contrast, Uruzaries generally treat the poor with some respect.

This has also led to relatively cordial relationships with successive Thieves' Guilds in the Edgeland Desert and other cities where Uruzaries have had to be guard units. Uruzary guard commanders tend to view Thieves' Guilds as being no different from most other guilds – differing only in method from the Merchant's Guild or tax farmers. Consequently, Thieves' Guilds tend to work together with Uruzary guards to minimize violent crime, along with forms of vice whose sole victims tend to be the poor.

Players are forewarned!

Becoming an Uruzary is not a decision to be casually taken. This organization is no more than slavery to the Shariah of Edgeland Desert. Although it is a great honour to you and your family there are some severe restrictions placed upon your character. After all, you are property of the Shariah!

To this end any player wishing to be an Uruzary will be given a writ of transfer. The Shariah understands the value of trade routes and keeping a larger threat at bay. As well, he also likes to court favor if ever the need arises and lending out skilled warriors is an end to a means. An Uruzary will be placed under the custody of the ranking officer of the Outpost.



General Benefits:

The Shariah realizes that his mighty High Orcs/Ogres need to be equipped with the best weapons and armour. Therefore he ensures that they have access to:

- All Weapon and Armour Production costs are reduced by 10% for personal use only. You are never allowed to sell armour or weapons to non-uruzaries.
- Players also have the ability to gain weapon training "OOG". This means that players do not require a teacher as they have access to a trainer OOG.

As well, Uruzaries receive the following other benefits:

- All Earth Spells cast for a price will be reduced by 10% (PLOT will reimburse the caster the 10% if there is a surcharge.)
- Uruzaries are dealt with internally for any crimes committed within the Shariahate. Therefore, for each rank you attain, you will be "excused" of any minor crime (such as break and enter, petty theft or assault on a *zabita*) once per rank per year. (So a third rank Uruzary can be forgiven three minor crimes per year). After you have reached your limit, you will be tried, found guilty and sentenced to the stockade per minor crime. Punishment is swift and harsh in the Uruzaries.

Ranks in the Ojak

The Bashi (cooks)

Below are the ranks of the Bashi and the requirements to attain a rank. The Cooks are generally the Fighters and Templars of the Uruzaries.

The Yahya-bashi (waiters)

The Yahya are the primary infantry soldiers of the realm. Heavily armored, and usually armed with massive falchions, Yahya are famed for their toughness and iron discipline.

Yayha who have spent a year in grade without being promoted to Corbajji-bahi are recognized as on-yahya, or corporals.

Qualifications:

- High Orc or High Ogre
- Craftsman (Cook) 1
- Two-Hand Sword Proficiency Wear Extra Armour 1

Benefits:

- Non-taxed position
- LCO: A Free Strengthened Falchion once. (Player must supply the Phys-rep)

Disadvantages

- **Travel Restrictions:** You may not play in any other Chapter without express written permission of PLOT.
- **What's Mine is Not:** You may purchase equipment as any other character. BUT should you be expelled or attempt to leave the Uruzaries, all of your possessions MUST be returned to the Shariah. If not you acquire the **Absconded Mark**. (See Appendix). You are allowed to keep 10% of your character wealth.

Advancement:

Advancement to the next rank requires:

- Weapon Proficiency 1
- Craftsman (Cook) 2
- Craftsman (soldier) 1
- Must spend one calendar year as a Yahya-bashi.

The Corbajji-bashi (soup cooks)

The Corbajji-bashi are the junior officers of the infantry units. They are given symbolic care of the great kettles of their Ortas. Corbajji-bashi generally act as senior sergeants or lieutenants to the Odabashi, (commanding about 100 Yahya) although senior ones may assume command of their Orta when there is no Odabashi to do so. Corbajji-Bashi are always promoted from within their Orta.

Qualifications:

- Weapon Proficiency 1
- Craftsman (Cook) 2
- Craftsman (soldier) 1
- Must spend one calendar year as a Yahya-bashi.



Benefits:

All benefits of previous position plus:

- May extend non-tax to other player characters that travel with them, by counting them as unofficial members of the Orta, and demanding billets for them. This requires informing PLOT that this group has been formed and possible missions from PLOT. Max 4 other player characters.
- LCO: Magic Weapon. PLOT and the Player will determine the item's properties.

Disadvantages

- **Travel Restrictions:** You may only travel to Chapters of Seattle, Oregon and Chicago. No farther!
- **What's Mine is Not:** You may purchase equipment as any other character. BUT should you be expelled or attempt to leave the Uruzaries, all of your possessions MUST be returned to the Shariah. If not you acquire the **Absconded Mark** (see Appendix) .You are allowed to keep 25% of your character wealth.

Advancement:

Advancement to the next rank requires:

- Racial Slay or Slay
- Craftsman (Cook) 3
- Craftsman (soldier) 3
- Must spend one calendar year as a Corbajji-bashi

Odabashi (chief cooks)

Odabashi are always commanders of individual Ortas. They may, in fact be promoted to this position from being the Corbajji-bashi in charge of another Orta, which is the only way to change Orta.

Qualifications:

- High Orc or High Ogre
- Racial Slay or Slay
- Craftsman (Cook) 3
- Craftsman (soldier) 3
- Must have spent one calendar year as a Corbajji-bashi

Benefits:

All benefits of previous position plus:

- Stipend of 5sp per Weekend Event
- LCO: Magic Item. PLOT and the Player will determine the item's properties.

Disadvantages

- **Travel Restrictions:** None
- **What's Mine is Not:** You may purchase equipment as any other character. BUT should you be expelled or attempt to leave the Uruzaries, all of your possessions MUST be returned to the Shariah. If not you acquire the **Absconded Mark** (see Appendix) .You are allowed to keep 50% of your character wealth.

Advancement:

Advancement to Aga, or field officer, requires:

- At least one calendar year as an Odabashi
- Racial Slay or Slay x2
- Craftsman (Cook) 4
- Craftsman (soldier) 4
- At least one Favour of the Shariah: Aga are hand-picked by the Shariah himself. This requires the Player to work with PLOT to achieve.
- Separate application to PLOT as this is considered a Nobility Title.



The Bajji (gardeners)

Scouts and Templars are usually among the Bajji

The Sebze-Bajji (vegetable gardeners)

The Bajji, as the Shariah's secret police, are in charge of palace security. In practice, this means that Sebze-bajji handle police work for cities where the Shariah takes a direct interest, such as Edgeland Desert.

By the nature of the work they are selected for, Sebze-bajji need to be intelligent and observant people, far more so than the Bashi. They also tend to be patient, and are not easily excited by strange customs.

Qualifications:

- High Orc or High Ogre
- Craftsman (gardener) 1
- Resist Fear or Resist Necromancy

Benefits:

- Non-taxed position
- Free replacement or upgraded armour (once per year). Upgrading means if you wish to wear a new suit of armour that has a higher point value than your current set or you are adding armour pieces to an existing set.

Disadvantages

- **Travel Restrictions:** You may not play in any other Chapter without express written permission of PLOT.
- **What's Mine is Not:** You may purchase equipment as any other character. BUT should you be expelled or attempt to leave the Uruzaries, all of your possessions MUST be returned to the Shariah. If not you acquire the **Absconded Mark** (see Appendix). You are allowed to keep 10% of your character wealth.

Advancement:

Advancement to the next rank requires:

- Craftsman (gardener) 2
- Craftsman (lawyer) 1
- One handed Blunt

- One handed Master
- Must spend one calendar year as a Sebze-bajji.

The Jijek-bajji (flower gardeners)

Jijek-bajji are equivalent to police sergeants. They are generally used as detectives, or sometimes placed in command of a small unit of Sebze-bajji.

Qualifications:

- High Orc or High Ogre
- Craftsman (gardener) 2
- Craftsman (lawyer) 1
- One handed Blunt
- One handed Master
- Must have spent one calendar year as a Sebze-bajji

Benefits:

All the benefits of the previous rank plus:

- May extend non-tax to other player characters that travel with them, by counting them as unofficial members of the Orta, and demanding billets for them. This requires informing PLOT that this group has been formed and possible missions from PLOT. Max 4 other player characters.
- **LCO: Magic Weapon.** PLOT and the Player will determine the item's properties.
- **Judge and Jury-** As one of the Shariah's personal police, you have acquired the right to apprehend criminals and try them on the spot. Your sentence will be carried out; only a higher ranking Uruzary or the Shariah himself may overturn the sentence. You may not administer a punishment of Death

Disadvantages

- **Travel Restrictions:** You may only travel to Chapters of Seattle, Oregon and Chicago. No farther!
- **What's Mine is Not:** You may purchase equipment as any other character. BUT should you be expelled or attempt to leave the Uruzaries, all of your possessions MUST be returned to the Shariah. If not you acquire the **Absconded Mark** (see Appendix). You are allowed to keep 25% of your character wealth.



Advancement:

Advancement to the next rank requires:

- Craftsman (gardener) 3
- Craftsman (lawyer) 2
- Two Weapons
- Florentine
- Must spend one calendar year as a Jijek-bajji

- At least one year as an Odabajji
- At least one Favour of the Shariah: Aga are hand-picked by the Shariah himself. This requires the Player to work with PLOT to achieve.
- Separate application to PLOT as this is considered a Nobility Title.

Odabajji (head gardeners)

The Odabajji, while persons of rank, do not necessarily have fixed tasks. Some will serve as lieutenants of detectives, conducting investigations of crimes in major centers.

Qualifications:

- High Orc or High Ogre
- Craftsman (gardener) 3
- Craftsman (lawyer) 2
- Two Weapons
- Florentine
- must have spent one calendar year as a Jijek-bajji

Benefits:

All benefits of previous ranks plus:

- Stipend of 5sp per weekend event.
- LCO: Magic Item. PLOT and the Player will determine the item's properties.
- Judge, Jury & Executioner- As one of the Shariah's personal police, you have acquired the right to apprehend criminals and try them on the spot. Your sentence will be carried out; only a higher ranking Uruzary or the Shariah himself may overturn the sentence. Be warned: Sentences of Death are frowned upon unless truly warranted. Before carrying out this harsh sentence, check with PLOT.
- Disadvantages
- **Travel Restrictions:** none
- **What's Mine is Not:** You may purchase equipment as any other character. BUT should you be expelled or attempt to leave the Uruzaries, all of your possessions MUST be returned to the Shariah. If not you acquire the **Absconded Mark** (see Appendix). You are allowed to keep 50% of your character wealth.

Advancement:

Advancement to Aga, or field officer, requires:



The Kapish (janitors)

Rogues, Scouts and Adepts aspire to be the janitors.

Item Access (all ranks of the Kapish)

- Alchemical items at a reduced cost of 10% (either to create or purchase). These can only be for personal use. If a player is found to be giving these away or selling them, this benefit will be removed.

The Spurge-Kapish (sweepers)

The Spurge-kapish are field operatives. Like all Kapish, most of them are High Orcs, using the superior intelligence of the cross-breeds to good effect. Spurge-kapish are generally used in small groups, providing support for more senior operatives.

Kapish do not generally admit to others that they are Kapish. Rather, they simply name themselves as Uruzaries, and allow other Uruzaries to divine their function from the name of their Orta.

Qualifications:

- High Orc or High Ogre
- Craftsman (janitor) 1
- Back Attack

Benefits:

- Non-taxed position
- LCO: Intoxicate Elixir per weekend event (expires at end of event)

Disadvantages

- **Travel Restrictions:** You may not play in any other Chapter without express written permission of PLOT.
- **What's Mine is Not:** You may purchase equipment as any other character. BUT should you be expelled or attempt to leave the Uruzaries, all of your possessions MUST be returned to the Shariah. If not you acquire the **Absconded Mark**. (See Appendix). You are allowed to keep 10% of your character wealth.

Advancement:

Advancement to the next rank requires:

- Craftsman (janitor) 2
- Backstab 1

- Resist Fear or Resist Necromancy
- Must spend one calendar year as a Spurge-kapish.

The Mushku-Kapish (plumbers)

Mushku-Kapish are generally used as executioners. Whether executing erring servants of the Porte (traditionally with a bowstring) or killing outright enemies of the Shariah, they are greatly feared. In wartime, they are sometimes sent to supplement the military as saboteurs of enemy supplies.

Qualifications:

- High Orc or High Ogre
- Craftsman (janitor) 2
- Backstab 1
- Resist Fear or Resist Necromancy
- Must have spent one calendar as a Spurge-kapish.

Benefits:

All the benefits from the previous rank plus:

- LCO: Magic Weapon. PLOT and the Player will determine the item's properties.
- **Friends in very high places:** Once per year you can escape a penalty of death handed down to you for a crime (other than treason). You must let PLOT know before the sentence that you wish to use this ability. Your sentence will be reduce to time served in the stocks awaiting trial.
- **Judge, Jury & Executioner-** As one of the Shariah's personal police, you have acquired the right to apprehend criminals and try them on the spot. Your sentence will be carried out; only a higher ranking Uruzary or the Shariah himself may overturn the sentence. Be warned: Sentences of Death are frowned upon unless truly warranted. Before carrying out this harsh sentence, check with PLOT.

Disadvantages

- **Travel Restrictions:** You may only travel to Chapters of Seattle, Oregon and Chicago. No farther!
- **What's Mine is Not:** You may purchase equipment as any other character. BUT should you be expelled or attempt to leave the Uruzaries, all of your possessions MUST be returned to the



Shariah. If not you acquire the **Absconded Mark** (see Appendix) .You are allowed to keep 25% of your character wealth.

Advancement:

Advancement to the next rank requires:

- Craftsman (janitor) 3
- Assassinate 1
- Dodge 1
- Must spend one calendar year as a Mushku-kapish.

Odakapish (head janitors)

Odakapish are used as executioners of important persons, or as elite assassins. They are sometimes put in the field in charge of a unit for sabotage during wartime.

Qualifications:

- High Orc or High Ogre
- Craftsman (janitor) 3
- Assassinate 1
- Dodge 1
- Must have spent one calendar year as a Mushku-kapish

Benefits:

- Stipend of 5sp per weekend event.
- Second use of **Friends in High places** per year.
- LCO Magic Item. PLOT and the Player will determine the item's properties.
- LCO Paranoia Elixir per weekend. This Elixir Expires after the event is over.
- Judge, Jury & Executioner- As one of the Shariah's personal police, you have acquired the right to apprehend criminals and try them on the spot. Your sentence will be carried out; only a higher ranking Uruzary or the Shariah himself may overturn the sentence. Be warned: Sentences of Death are frowned upon unless truly warranted. Before carrying out this harsh sentence, check with PLOT.

Disadvantages

- **Travel Restrictions:** none
- **What's Mine is Not:** You may purchase equipment as any other character. BUT should you be expelled or attempt to leave the Uruzaries, all of your possessions MUST be returned to the

Shariah. If not you acquire the **Absconded Mark** (see Appendix) .You are allowed to keep 50% of your character wealth.

Advancement:

Advancement to Aga, or field officer, requires:

- At least one year as an Odakapish
- At least one Favour of the Shariah: Aga are hand-picked by the Shariah himself. This requires the Player to work with PLOT to achieve.
- Separate application to PLOT as this is considered a Nobility Title.



Leaving the Uruzaries

You don't. It's a simple fact that the Shariah owns you. You can try, but you may not like the results:

Leaving with the Shariah's blessing: This takes an extraordinary favour. If you have received several War Titles he may be swayed to let you leave. He even may be so generous as to allow you to leave with some gear (see each rank as to the percentage of character wealth you are allowed to keep)

Leaving without the Shariah's blessing: You receive an **Absconding Mark**. Penalty for this is death upon showing your face in Edgeland Desert. You are forever hunted by the Uruzaries. Kapish hound your every step. At each event you may be attacked by NPC Uruzaries. If they defeat you, you lose all items, coin and gear on you (including items in your cabin) and will be left for dead.

Questions ?

These can be directed to PLOT.
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