

Kataphract expansion

“Our will is tempered by the fire, our fear turned to ash.”

History of the Kataphract Order

Kres'ha'nor Hegemony

While Unathi historians are unable to ascertain the exact date the Kataphract Order was founded, the oldest piece of armour found dates back to the Kres'ha'nor Hegemony, estimating a founding around 980CE. It is theorised that the First Hegemon created the Kataphract Order to permit influential land-owning Sinta a position in his personal army, in exchange for a fragment of their land. This would have contributed to the growth and amassment of land usable by the Hegemon himself. The only thing known about the Kataphract Order from this era is their devotion to combat prowess - there is reason to believe they spearheaded the tenets for the Warrior's Code through their own actions.

Hundreds of years later, the Kataphract Order found itself developed into 'the guard of the noble ones', seeking to protect those close to the Hegemon. When the Kresshi Hegemony started, the new Kres'ha'nor Hegemon appointed the Kataphract Order to defend any Sinta who 'could be used' to get to the Hegemon. Under the militaristic guidance of Kresshi, the Order grew, and it turned from just a 'guild' or an 'order' to an actual title.

Sarakus Hegemony

The Kataphract Order was the first thing to be axed when Hegemon Sarakus came to power. Fearing these highly trained soldiers could challenge his position of power, Sarakus used his advances in technology to crack down on the Order. In doing so, he cemented his position as a warlord and a conqueror. Many Sinta at the time may have feared the destruction of honour in combat, expecting the rise of technology to overtake the honour-bound nature of combat.

After Sarakus proved the Kataphract Order weren't as indestructible as many Sinta thought them to be, the Order faded into legend. Many dreamed of the 'idealisation' of the Order - the return of these honourable, mighty knights, undefeated in their offence and righteous in their handling. A couple of relics remain from this era, untainted by the destruction created by the industrial revolution. Most notably, one perfectly preserved set of equipment is kept in the current Hegemon's palace. Many a Sinta believe that the exposure to an ancient Knight's equipment is what inspired Not'zar to revive the Kataphract order in 2459.

Izweski Hegemony

As of the current era, the Kataphract Order has seen its renaissance, becoming a figurehead of the Unathi code of honour across the entire Orion Spur. Warriors of an old era, supported by the technological advancements of these years, the proud members of this guild seek to embody Unathi Honour in the fullest. Some view the Order as antiquated, believing that honourable Knights are from a bygone era. Others criticise the Order for its favouritism in members. One thing is certain, though:

“The Saa’Izweski stand at attention, to serve the Three-In-One, in the Hegemon’s name. Our will is tempered by the fire, our fear turned to ash.”

Reformation of the Kataphract Order

Renaissance of the Knights

With the rise of Lord-Regent Not’zar Izweski, the Sinta started their recovery from the terror of the Contact War. Not’zar determined that the Kataphract Order needs to be brought back into life. A scholar himself, Not’zar knew of the honourable nature and the respectable deeds of the Order, and his intent was to form an untainted, ‘good’ image of the Unathi’s combat prowess. To that end, he brought the Kataphract Order back to life in 2459, christening them with the name of Saa’Izweski, or ‘The Knights of Izweski’. The first few warriors in this order were veterans from the Contact War, unwaveringly loyal to Sk’akh, but unburdened by any war crimes or bad reputation. The Order grew rapidly, in part due to the legends of the ancient Kataphracts that never truly faded away, and because of Not’zar’s charismatic nature. Even despite their split allegiance during the civil war, the Kataphracts of the current day remain fiercely loyal, now standing behind Not’zar’s title of Hegemon.

Becoming a Kataphract entails an application of skill, honour and reputation. Oftentimes, the grace of a noble, veteran or another Kataphract would be required to smoothly enter the Order. In just one year after its resurrection, the Order grew massively, and ships were constructed in collaboration with Hephaestus Industries to permit these Knights to travel the Spur. Managing this effectively meant the installation of a Kataphract Guildmaster, a title given to Not’zar’s Lord of Claws, Mizaruz Izweski. The Order was subsequently divided into many Chapters, overseen by Chapter Masters, effectively meaning Mizaruz needed to do very little in terms of management. Over the span of three years, the Order continued growing, and there are an estimated 7500 total members of the Kataphract Guild spread over the entire Spur as of 2466.

Honour of the Healer, Duty of the Fisher

Where documentation of the ancient Order described that only Warriors were present in the ranks of the Saa, the shift in the present Unathi society resulted in the inclusion of Healers and Fishers in the Order. This was considered extremely disorderly, but the opinions shifted after H’Zala’s rise to High Kataphract. Considering their remote nature, having doctors and engineers knighted in the Order ensured the safety and longevity of a Chapter. Therefore, an official statement was made in 2460, allowing those gendered as Healer or Fisher to become Knights, should they be capable in combat as expected of a Warrior. Originally, this was met with discourse, but many critics shut up after reports of miraculous recoveries and daring repairs came in left and right.

Trusted allies

Very shortly after the revival of the Order, Za’Akaix’Ziza K’lax became the first K’lax Kataphract. The medical doctor had been tending to Wastelanders deep in the desert when raiders came and stole supplies and kidnapped a patient. Ziza then later went on a quest to attack the raiders at their camp and liberate his patient and the stolen medical supplies. He was lauded as an exemplary example of the Hegemony’s ability to bring non-Unathi into the

fold of heroism and honour. The second K'lax Za appointed as Hopeful was Za'Akaix'Rhi K'lax. Rhi saved the life of a Kataphract Knight when they were doing routine maintenance on a Chapter vessel. During a combat situation, the Warrior form stabilised the on-board CIC after the vessel drifted into an electrical storm during an engagement with Tarwa Conglomerate pirates. Without Rhi's quick work, the vessel would have spun out of control, and the on-board crew would have died. Rhi was knighted by the Chapter's Master. Mizaruz quickly made a statement after these events about how the K'lax would see inclusion into the Saa'Izweski as Hopefuls, stating "*who else would be better knights than the Sinta's closest friends?*"

Love prevails

In 2464, Mizaruz and the Chapter Masters engaged in many discussions surrounding relationships within the Order, when it was discovered that two Saa of the same chapter were romantically committed to each other. Sparse documentation from the ancient Order suggested that this would endanger the 'marriage' to duty most Kataphracts experienced. Mizaruz and Not'zar decided that relationships in the Kataphract Order would be permitted, with the caveat that there may be no relationships between Zo'Saa and Saa, fearing an imbalance in power. Camaraderie in the Order increased significantly thanks to this boon, and the first 'marriage' of two Kataphract Knights happened in early 2465, between Saa Uarik Okressh'el and Saa Hezo Visrak, both Warriors who were knighted together.

Inclusion and rehabilitation, or conversion?

Around the end of 2465, discussions took form about the exclusion of many Sinta in the Saa'Izweski. The Order consists of primarily Moghresian nobility, with very few exceptions being present in the form of K'lax or reintegrated orphans. Furthermore, the Kataphract Order garnered more and more respect from their assigned areas - and subsequently, all types of Sinta sought to join the Order. In a bid to earn more respect from the other governing bodies (as well in an attempt to gain more 'disposable' bodies), Mizaruz decreed the introduction of the Ezo'Saa - Knight-Attendants. Sinta of competing backgrounds could seek reformation with the Order, at the cost of comfort. Many of these Ezo'Saa are considered 'trash' or 'expendable' by the Order, and the opinions of those within the Order differ greatly. Some think this is a great opportunity for those 'lost' to find their way again, while others think this is just a terrible way of allowing 'criminals' into an organisation based on honour. As of 2466 Q2, there has yet to be a fully knighted Ezo'Saa; Sinta studies hypothesise that those in this position are scrutinised, discriminated against, borderline abused and sometimes unjustly executed.

Insight into the Kataphract Order

Service

The Chapters of the Order travel the Spur for a multitude of reasons. One of these is money - the members of the Order only get paid for active service in the name of the Hegemony. It is due to this challenge that they are seen as 'mercenaries' in the eyes of many. Most Kataphracts are keen on taking on some challenge in exchange for payment, fitting another reason for travelling: Honing their skills. The Zo'Saa especially find themselves in foreign regions which challenge their own beliefs and codes. The Knights of the Hegemon roam to ensure they improve themselves, should they be called upon by the Guildmaster or, perhaps, the Hegemon himself.

In their travels, the Kataphracts strive to uphold their code of honour, and to protect those in need. They visit, clear and claim salvage locations, and keep an eye on any undesirable Sinta abroad. The Saa and Ar'Saa are expected to train the Zo'Saa, teaching them honour, faith and duty. However they do that is up to the full Knights. Kataphracts are recommended to interact with others in their vicinity, as they represent the Hegemony's rules of honour and combat.

Furthermore, the specific Chapters have their own specialty. A crew should always keep their own Chapter's specialty in mind for basic training, though flexibility and learning from other Chapter specialties isn't uncommon. After all, the Kataphracts stand against injustice, and are trained to (and revered for) their care for others.

Arsenal

The Kataphract arsenal consists of modern iterations of old equipment. Every Kataphract is trained to use the energy sword and shield, though individual mileage may vary. In addition to this, a standard-issue hegemony energy pistol has been issued to each member of the Order. Kataphracts do not shun ranged combat, as it is merely another tool at their disposal to fulfil their duties with.

The heavier equipment given to the Chapter vessels is more specialised, and it is not expected for every Kataphract to fully master these tools. The Hegemony powered hammer is an effective weapon for ending fights quickly - though its swing is always considered a risk due to its weight, the defensive properties of the Kataphract armour and energy shield mitigate this. The energy glaive, complemented with a Hegemony banner, serves as a display of skill, might and pride. It welcomes the risk of counterattack for the reward of overwhelming force. Popular recruitment posters from the Order see Saa posted with a glaive. The last specialist weapon handed out to the vessels is the famous slugger, a rifle feared for its destructive potential. Of Ouerean design, the kick of this weapon is terrible, and stories circulate of humans who broke their hands firing the slugger. Nevertheless, no sane foe wishes to be on the other end of a slugger's barrel.

The Kataphract's offensive capabilities are bolstered by their defensive measures - the energy shield, for one, but their armour plays a massive role too. They're supplied with ceramic-metal armour found in the Izweski's military, and voidsuits capable of protecting the

Knights during their boarding operations. Everything combined - their overwhelming offence and significant defence - makes combat with one Knight difficult, let alone a group.

Built and outfitted by Hephaestus Industries, the standard Chapter vessel for the Kataphracts is a corvette of the 'Voidbreaker'-class. These ships function as the Guild's land, as well as the "home-away-from-home" for many Knights. Designed to take a beating and deal it out in kind, the corvette comes equipped with two mounted armaments, one of which is the Unathi 'Bruiser' cannon. The close quarters and boarding tactics of the Order are supported by the inclusion of a 'Spearhead'- class shuttle, capable of thrusting the Knights into combat with their foe. Stories are shared across the Spur about Kataphract vessels weathering fire, trudging on to disable their foe and breaching their ship, all before boarding.

Feudalism

Normally, lords own plots of ground, which they divide between their vassals. The Kataphract Guild organises feudalism a little differently. The Guildmaster of the Kataphract Guild owns *all* the land used by the Kataphracts - this includes the ships, shuttles, training grounds and even burial sites all over the Orion Spur. Considering the size of the Order (and its ever-growing nature), no Lord could manage this ground by himself. Therefore, the Guildmaster divides fiefdom of the land over the Chapter Masters. Every Chapter Master has ownership of their own Chapter's vessels, training grounds, etc. This is divided *again* by the Chapter Master, extending fiefdom of the Kataphract ships to the Knight-Captains. In essence, every Captain owns their own ship, but owns it in service of the Chapter Master, who subsequently owns it in service of the Guildmaster. Any calls to arms made by the Chapter Master need to be heeded if the Knight-Captain belongs to the Chapter, though the dutiful nature of the Order sees Chapters cooperate. Should the Guildmaster, or the Hegemon, call for the Kataphract Order, then *everyone* is expected to follow orders.

Naming

Knights within the Order retain their clan name, holding it close to their heart. Serving the Kataphract Guild is an honour, and usage of the clan name shows integrity and responsibility, and it reminds them of their family. As such, dishonouring the Kataphract Guild *also* dishonours one's clan, a practice heavily frowned upon by the Unathi culture. The Zo'Saa are always expected to call their superiors by their title first. Saa and Ar'Saa may use any of the titles as they see fit, though the usual stigma surrounding personal names still exists, even between the Knights.

A typical Knight's name might look like "Saa Rekkasra", but they may fully call themselves "Saa Hsazian Rekkasra". When playing a Knight in-game, you may either use just the Clan name, or also add the first name of your Kataphract.

Structure of the Kataphract Order

Ar'Iz'Saa'oa - Guildmaster of the Kataphract Order - Mizaruz Izweski:

While he holds no knightly title in the Sinta language, Mizaruz is the figurehead of the Saa'Izweski. A Sinta whose management skills are effectively described as 'mid', Mizaruz enjoys the title of Kataphract Guildmaster as a formality, though the strategic management of the Order lies more in the hand of the various Chapter Masters. More critical Sinta within the Order only consider him the 'boss' of the Order, as Mizaruz' combat feats are absent. In recent times, however, the Guildmaster has taken to sparring with Knights more and more, and he has armour tailor-made for himself. He is bested in combat often, though, but laughs it off and congratulates the Saa he trains with.

Iz'Saa'oa - Kataphract Chapter Master:

A role given to nobles, veterans or notable figures, the Iz'Saa'oa is the leader of their Chapter. They determine what their Chapter is expected to focus on, decide the budgeting and equipment of the Kataphracts. They also decide whether any applicant may be titled Zo'Saa, and what Chapter vessel they will serve on. They are the final authority in any Chapter's decision, and overruling can only be done by Mizaruz or Not'zar in extreme circumstances.

There are currently six major Kataphract Chapters, though some Chapters might have a unnamed subset:

Izweski's Buckler: The smallest Chapter, firmly stationed on and around Moghes.

Izweski's Buckler conforms itself to the 'ideal' of the Unathi Knights, and are frequently called upon to provide security to the Hegemon and his close companions, where the Guwan Guard is insufficient. This chapter is led by Iz'Saa'oa Misrakae Istar, and they broadly specialise in branding and showing exemplary behaviour. As such, entry into this Chapter is very difficult.

- **Sight of Mukari:** A rather large Chapter, patrolling Hegemony space. Knights of the Sight of Mukari are taught to be effective, but also earnest. Being a Kataphract in this Chapter is oftentimes a stepping stone to other Chapters. This chapter is led by Iz'Saa'oa Yai Rezi'nar, and they broadly specialise in combating religious altercations and spreading the faith of Sk'akh, as well as clearing and securing derelict satellites in the sector.
- **Remembrance:** A decently-sized Chapter, stationed in the Badlands. Many Knights in this Chapter grew from their service in Sight of Mukari, while some are leftovers from the Tajaran takeover of Gakal'zaal. Whatever their origin, the Saa in this Chapter are true to the title - they do not forget their roots, rather letting it forge them. This chapter is led by Iz'Saa'oa Grunza Iska, formerly a Captain of Iska's Adventurers, and they broadly specialise in anti-piracy operations.

The Uncharted River: A decently-sized Chapter, operating in Tau Ceti. Its name was chosen as a nod towards the uncertainties of life. Knights in this Chapter enjoy a massive variety of places to visit, due to the broad nature of Tau Ceti's jurisdiction, and they often find themselves alongside the travelling Chapters. Led by the now-wed Hezo Visrak, those part of this chapter broadly specialise in scouting and gathering information. As such, this Chapter enjoys the most Healer Sinta who keep the Matriarch's Code in mind during their service.

The Diligent and Dutiful: The largest Chapter, operating in the entire Orion Spur. Knights of this Chapter hail from a large variety of regions. Zo'Saa intending to travel beyond the coreworlds of the Sinta are oftentimes appointed here. Due to their cultural variety, Ezo'Saa are also mainly assigned to this Chapter. Led by Iz'Saa'oa Kowrias Ekehese, Knights of this Chapter broadly specialise in relief operations and threat neutralisation. Due to their travelling nature, and their sheer size, this Chapter also sees governance by four Iz'Saa'e, instead of the standard two.

- **Yizarus' Fury:** A small, but feared Chapter, Yizarus' Fury consists of the most die-hard Knights found in the Hegemony. Called into life following the events in the [Unlikely Alliances Arc], Yizarus' Fury travels the Spur to deliver justice and extradite any Sinta criminals. The Knights in this Chapter are known to shed the most blood, often overlooked due to just how intense they are. Despite their name, this chapter isn't led by Yizarus - instead, the title of Chapter Master belongs to none other than Sakax Razi, who bases the Chapter's effectiveness on the amount of heads they bring back. It is, however, known that this Chapter would jump at the opportunity to fulfil a request from Yizarus himself.

Iz'Saa'e - Kataphract Chapter Administrator:

If the Iz'Saa'oa determines the direction a Chapter takes, the Iz'Saa'e sees to it that it's executed properly. They are tasked with the logistics of the Order, keeping a track of resources and people all the same. Because of this role's magnitude, every Chapter sees two Administrators - always a Warrior and a Healer. The Diligent and Dutiful have four Administrators, due to the larger size of the Chapter.

Becoming a Chapter Administrator isn't difficult, but a well-respected Iz'Saa'e is forged in fire. They are hand-picked by the Iz'Saa'oa, and these come from various walks of life. Critical Sinta consider Iz'Saa'e Uarik Okressh'el to be a controversial selection by Hezo Vizrak, suggesting that their marriage leads to favouritism between the other three Iz'Saa'e from that Chapter. The other immensely controversial pick is Iz'Saa'e Keos Isthari. Formerly a Guwan, she was pardoned for saving a Kataphract's life. Keos serves as the Healer Iz'Saa'e of the Izweski's Buckler, and many are sceptical as to why an ex-Guwan works as the Administrator of a Chapter functioning as the 'face' of the Kataphract Order.

Kara'Saa - High Kataphract:

The highest attainable Knightly rank, the Kara'Saa are the most decorated and respected advisors of the Order. Becoming a Kara'Saa is only possible through a blessing of the Hegemon or the Lord's Claws. Should major strategic decisions or organisational reformations be made, the eyes are often turned towards the Kara'Saa for their wisdom on the matter. The Order has room for a total of six Kara'Saa, one primarily advising each Chapter within the Order. In specific circumstances, they may convene to better determine the direction for the Knights. The current Kara'Saa are as follows:

- **Kara'Saa Yui'zai Timzula:** The first ever Kara'Saa appointed since the reformation of the Order, Kara'Saa Timzula enjoys a close spot to the Hegemon himself. An honourable man and a stellar Warrior, Kara'Saa Timzula provides advice, counsel and direction to **Izweski's Buckler**.

- **Kara'Saa Jiza H'izala:** The second ever Kara'Saa to be appointed, though controversial in her methods. H'izala fought for her title - quite literally - as a female Kataphract in the Order. Her determination and defiance is an inspiration to many Sinta across the Spur, and she is the designated advisor of **The Uncharted River**.
- **Kara'Saa Garana Eh'krasi:** Appointed as the third Kara'Saa, Eh'krasi is conflicting to many people. A noble who travelled the Wasteland, saving Sinta from themselves, Eh'krasi is considered a gentle, soothing soul by most. His achievements in 'curing' Unathi suffering from depression, PTSD and inferiority complexes were recognized through knighting. Eh'krasi serves as the advisor (and informal therapist) of **Remembrance**.
- **Kara'Saa Asrak Zakeai:** An insightful leader, though with a shaky history with Not'zar, Zakeai was named Kara'Saa shortly before the awakening of Hegemon Sk'resti. An imposing Unathi, broad and physically tempered (and personally short-tempered), the Warrior is known for his defensive strategies and unbreakable lines. As such, there is no better advisor to **The Diligent and Dutiful** than him.
- **Kara'Saa Gesheras Karisal:** Becoming a Kara'Saa is an impressive feat, as one needs to be recognized by the Hegemon or the Lord's Claws. Karisal's ceremony was sudden - and little is known of the old General, other than his service together with Mizaruz. The little speculation surrounding Karisal suggests his appointment was a way of keeping Mizaruz' position as the Lord's Claws secured, fearing Karisal would eclipse him. Karisal advises the **Sight of Mukari** Chapter.
- **Kara'Saa Kizes Hyeissa:** An incredibly kind Sinta, Hyeissa is often revered for their volunteer work across Moghes and Ouerea. However, their ceremony was done privately, and none have seen Hyeissa's face, only knowing them in their Kara'Saa armour and mask. Extremely little is known about Hyeissa, but they stand as the advisor to **Yizarus' Fury**, a difficult task considering the culture alive within this Chapter.

Ar'Saa - Kataphract Knight-Captain:

The primary authority and leader of a Chapter vessel, the Ar'Saa is a well-trained and often respected figure in their respective Chapter. Most of the time, the Ar'Saa is fully aligned with the Warrior, though they are expected to know the basics of the Healer and Fisher's tasks. After all, one cannot be a good leader without understanding the workings of their team. On the daily, the Ar'Saa is expected to determine a strategy depending on a Chapter's orders, and they oversee the execution of this. Furthermore, they are responsible for the growth of the Zo'Saa appointed to their vessel, and the rehabilitation of the Ezo'Saa. The Ar'Saa is also the only one on a vessel empowered to perform executions, whether it be on unredeemable prisoners or extremely misbehaving Ezo'Saa. As spiritual enlightenment is an important aspect of their title, the Ar'Saa is expected to have a good grasp of the Sk'akh religion.

A Saa may only be promoted to Ar'Saa when they have knighted a Zo'Saa who has served their eight months under the Saa. Upon their promotion, they may serve both as Ar'Saa or as Saa, depending on what the situation calls for. Either way, they may now train up to three Zo'Saa, no matter their gender.

Saa - Kataphract Knight:

Sinta who are formally knighted are considered Saa in the Kataphract Orders, the Knights of the Hegemon. These are respected combatants, and effective support personnel. The Healer and Fisher Saa are oftentimes called 'Specialists', while the Warriors are solely Knights. There exists no formal hierarchy between the Saa themselves, though the Warrior Saa are expected to protect the Healer and Fisher Saa. The Saa are not in charge of a Chapter vessel, but their opinions and suggestions are always respected by the Ar'Saa. A Saa is expected to train a Zo'Saa in their respective gender until promotion. They hold responsibility over the one Zo'Saa primarily, though they may train other Zo'Saa as the situation sees fit.

Zo'Saa - Kataphract Hopeful/Squire:

Any Sinta who qualifies for the Kataphract Order, and is accepted under the banner of a Chapter, starts out with the title of Zo'Saa, the rank of Hopeful. They are often called the 'Squire' of the Kataphract order, as they are Squires to either the Warrior, the Healer or the Fisher. Zo'Saa join the travels of the Saa and Ar'Saa, learning more about the universe while honing their own craft. All Zo'Saa, no matter the spirit they embody, are expected to train in the way of the Warrior. Every member of the Kataphract Order should be combat-capable in case of an emergency.

A Sinta may apply for the position of Zo'Saa when they show potential for the stressful, far-from-home lives of the Kataphract Order. The Guilds elect the brightest, strongest and most adaptable of the Sinta to an Iz'Saa'oa. The Chapter Master assigns the Zo'Saa to their Chapter, where the Iz'Saa'e divides them over the various vessels in their Chapter.

Alternatively, a Bannerman or combatant under the Fighter's Lodge (and rarely, Dagamuir) may be recommended for Kataphractii service, should they have notable feats in combat. The Zo'Saa are there to be trained by the Saa and Ar'Saa, and after eight months of service, the Saa and Ar'Saa responsible for the guidance may knight the Zo'Saa after receiving approval from the Iz'Saa'oa. Following this, they gain the title of Saa, and they may officially watch over a Zo'Saa themselves.

Vaurca of the K'lax Hive are currently limited to the rank of Zo'Saa. The Order does not recognize the vassal species as actual knights, but opinions may shift due to their reported effectiveness in the field.

Ezo'Saa - Kataphract Attendant:

A title only reserved to the 'lowlives' among the Kataphract Order. The rank of Ezo'Saa is given to Sinta who do not qualify for the rank of Squire, due to a societal, cultural or religious issue. An Ezo'Saa in the Kataphract Order fulfils custodial and service duties, and is expected to follow all orders from anyone with the rank of Saa or higher without failure. They hold this position until the Ar'Saa of a Chapter determines they have atoned for their sins against Sk'akh and the Hegemony, which takes at least a year of service. Following this, they may either return to the Hegemony, or apply for the title of Zo'Saa. An Ezo'Saa is generally still regarded with contempt, and should one be unmanageable or unfixable, they may be extradited or executed by the hand of the Ar'Saa. This is not done lightly, and an Ar'Saa may lose their title if the Ezo'Saa's under their purview perish consistently.

Sinta of the Traditionalist Coalition, the Empire of Dominia and any pirate fleets who have not sworn fealty to the Hegemon are considered Ezo'Saa. These Sinta are expected to renounce their ties to their former culture, fully embracing the Izweski Hegemony's laws, as well as the religion of Sk'akh. Ouerean Sinta are allowed into the Zo'Saa if they have no proven record of anti-Hegemony or Hephaestus actions during the Months of Blood and the Riots. Mictlani Sinta are also permitted into the Zo'Saa if they have no proven history or rioting during the Peacekeeper Mandate. Else, these will also be considered Ezo'Saa. Guwan (including orphans not housed in one of the two recognized orphanages), Guwandi, Gawgaryn, Si'akh and Aut'akh are also conscripted as Ezo'Saa, where they are expected to embrace the faith of Sk'akh and live a life under the orders of the Saa of a Chapter. Any Ezo'Saa Aut'akh will need to replace their prosthetics with Diona nymphs, and they are required to have all augments surgically removed. These are subsequently destroyed by the Ar'Saa. Guwan will be part of the Ezo'Saa clan once they are absolved of their sins - a clan which many Sinta consider to be nothing more than a 'rehabilitation clan'.