

EPIC HIGH FANTASY

Shardar



BLACK LANTERN REPORT



ADEPT ORDERS & CITADELS

BLACK LANTERN REPORT: ADEPT ORDERS AND CITADELS

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GRAND MASTER SHIRO JUN

"All wars are fought on the battlefield, but some wars are waged far from the eyes and ears of those in power. This is the war of the mind, of powers that many find too terrible or dangerous. They fear what they do not understand, and they persecute that which they fear. I am Grand Master Shiro Jun, where I come from matters not, as for those who read this -- I compiled this document in order to further the understanding of our Orders and instruct future Grand Masters who come to this rank with a desire to establish their own Orders, to build upon the traditions sacred, and important to us all.

These are not guidelines, or rules carved in stone of how our Orders are or should be. There are those Orders which will always differ from that of the Amethyst Mind. Know this, there are similarities in the way that all the other Orders operate. I hope this information is useful to you and May the Way always enlighten and Guide you all." ~ **Shiro Jun, Grandmaster of the Order of the Amethyst Mind.**

Our Brother within the order managed to access the attached treatise written by Grandmaster Shiro of the Amethyst Mind. He communicated to me in his report that getting the document seemed almost too easy. Almost as if the Grandmaster allowed it. He also stated that everything he's been able to verify agrees with what is set down in these pages. In fact, it may have been written for just us so we may be informed and know how to proceed in the future.

~ **Brother Peregrine, Senior Brother of the Second Spoke**

ADEPT ORDERS & CITADELS

"Ours is an ancient order, but it is important that you, at least, know the history behind the Adepts in general, and the role they have often played in shaping Shaintar's history. It is also true, no matter what the robed scholars tell you, that the Dregordians are the first of the Adepts -- they are the ones who mastered The Way before we did, and our forefathers learned from them the secrets of controlling their mind and bodies, to become weapons, tools, and protectors." ~ **Shiro Jun from the Scroll of 'The First Element of the Mind'.**

OF DREGORDIANS AND THE WAY

It is not for our Order to talk of history as a be-all and end-all source of all things. The past has lessons that we take into the future, this is the core of our teachings and should be first and foremost in your minds when you begin to speak to new students in the Way. We must acknowledge the part that the Dregordians played in the role of developing our Adept schools; they are the wellspring from where all the waters of our knowledge flow.

THE FOUNDATION OF THE WAY

It's understood by me and many peers, including, Grandmaster White Storm, and Grandmaster Nightingale that in 3300 B.C. the Dregordian Voltiss vo Ssartis came down from the Hellstorm Mountains to begin the first teachings of the Way. He did so as a way for his people to control the inner beast.

In 3290 B.C. the first Adept School was built in Ssatay and became the foundation upon what later we shall come to call: Citadels.

Over time these Adept Schools flourished and grew, more and more dregordians flocked to learn how to control their rage. Then sometime in 3024 A.C. A man named Hawk Nollan, an Adept and Silver Unicorn member founded the Order of the Jade Flame. This may be the first recorded instance of a non-Dregordian Adept School being set up outside of Dregordia though his order doesn't exactly follow The Way.

History is sketchy at best, but I have able to discern that between the first school, and the Jade Flame, many non-Dregordian Adepts came to Ssatay in search of enlightenment, and a way to control their bodies, and minds. They were welcomed with open arms and inducted into the various mysteries of the newly formed.

It's highly probable that by 3015 B.C. there were numerous schools throughout Dregordia, all focused on the Way and aspects of what became our modern Orders. My master was a Dregordian who traced his line back to Voltiss'.

Over a rapid period of time as our Order grew, the methods changed, but the fundamental principles of control and understanding did not. You must make certain that the students know this, it is vital that they

remember the path we have taken to get where we are now, and the hard road many of us have trod to become as respected as we are.

Of course we might be respected thanks to the efforts of our Orders who promote the good name of Adepts, protect fledgling practitioners, oppose the creating chapters of our Order in the Kal-A-Nar Empire, or Malakar Dominion, and of course provide a safe haven for our allies.

We are not fully trusted, and who can blame the unenlightened, depending on our abilities, we could rip the thoughts from minds or read their souls like open books. Those are all things to be wary of and to impress on our future students -- we do not wish them to fall through pride or greed as some of our brothers and sisters who have subverted the Way for their own desires have done.

Later on in this scroll I have made certain to illuminate some of the supposed Adept Guilds and Schools who have hired their services as mercenaries, to the highest bidder.

LEARNING 'THE WAY'

Our teaching is balance, understanding, harmony, empathy, and attunement with our minds, bodies, and spirits. We train hard every day, with little in the way of comfort or possessions, for those are the elements of life which distract. Ours is the comfort of a stone floor, a forest as our mattress, and the stars as our blanket.

We learn to harden our bodies, along with our minds, and control the physical reactions to extreme heat, intense cold, and other environmental changes. With our power, focused through our foci, made of Crysarium, we can achieve incredible feats which to others might seem magical.

To this end we must strive to impart the knowledge the Dregordians gave us on The Way, for their teachings have been successful through the ages. Their results are excellent, and what we desire most of all as teachers of this art, is to allow the student to become the master -- to give them the confidence to fight the beast within, and stand within the Light.

Below is a typical day within the training regimen in the life of an Order. I understand that many of you will seek to change the regimen, and impart your

own ideas onto the grand tapestry which has been in play since the beginning. I admire this, but caution you on changing too much, for the willow does not break, it simply bends.

A DAY WITHIN IN THE ORDER

We should push our students as we ourselves were pushed. We cannot afford to allow the weak link to shatter the chain. It's a hard truth, but my Master and yours obviously instilled that same ethos into you. This regimen does not coddle our hopefuls, it is designed to build them into men and women who will be proud to serve the Amethyst Mind and all of Shaintar against powerful enemies in the future.

AN HOUR BEFORE SUN UP

The night has come and gone and one hour before the dawn comes students must go meditate in coldest waterfall they can find. The Order has a specially created room just for this purpose. When outdoors, a stream or river will do. This will allow them to embrace their bodies as they are, and allow the student to begin to control their body rather than be controlled.

Once an hour has been spent in meditation, the student should dry off and use the power of their mind and a cup of soothing herbal tea made of Azure-tipped Cinnis berries to counter the intense chills. As the student grows in ability we they will be able to use their own mind to ward off the cold and meditate without distraction.

Males and females should not be segregated, part of the control of their bodies is to learn that bodies are temples, clean and pure and none have the right to objectify others. In the beginning, those who cannot avoid staring at their fellow students will be given extra duties -- harder work and more chores will render them too tired.

Liner Notes: Azure-tipped Cinnis

Found in the highest peaks of mountains across Shaintar, Azure-tipped Cinnis are a delicate blossom well adapted to cold and snowy climes. These ivory flowers are tipped in a blue reminiscent of bluish aura given off by use of the The Way. For centuries, Adepts have cultivated and harvested these flowers for their meditative properties. When properly prepared and steeped, a rather lengthy and delicate process, the berries of these mountain beauties are said to stave off chill, providing a +1 bonus to Vigor rolls vs Cold.

SUN UP

As the day dawns and light floods our buildings, the students should take their first meal of the day. Students that are well fed and fortified learn better. This order has a communal eating area, there should be no segregation between student and teacher. Leading by example demonstrates to the students that their teachers are worthy of respect because we have the same meals and meditations they do. The Masters must remember that to be given respect, we must show it. Food should be prepared as to be both healthy and hearty, and become a good foundation for the rest of the day.

FIRST TWO HOURS OF THE MORNING

Once the morning meal has been eaten, we will embark on a two hour training regimen. The students first learn control, our minds are weapons as much as our bodies, and a focused mind is more dangerous than any sword. The Garden of Serenity is perfect for this purpose, the garden will let us focus our energies and the surrounding Crysarium will allow energy to flow better. Later on we can take away the garden and teach them control and focus in other areas, including under extreme duress, or and great distraction.

SECOND TWO HOURS OF THE MORNING

Ours is a life that contains hardship and sometimes we are without tools to help us in the most menial of tasks. Our students will use the next few hours in service of the Order. We should find them tasks that will test their skill, their tenacity, strength, and of course we should also teach them to work together on a task. Exceptions to this rule are students who have been punished for a variety of offenses, including the one outlined about in the "Before Sun Up" section of our regimen.

MEDITATION HOUR

The middle hour of the day should be an hour for meditation. This will help teach our students that they control their bodies - including whether they feel hunger or not. Students must be able to focus in any situation and not be thinking of such needs. They should be prepared to go without; in fact, I am told the Dregordian Adepts advocate this method. The garden is nearly the perfect place for beginning mediation, later the meditation will occur at the falls, and other areas that might provide distractions to set aside.

FOOD

An hour will be set aside to eat once again within the communal gathering area.

PHYSICAL EXERCISE

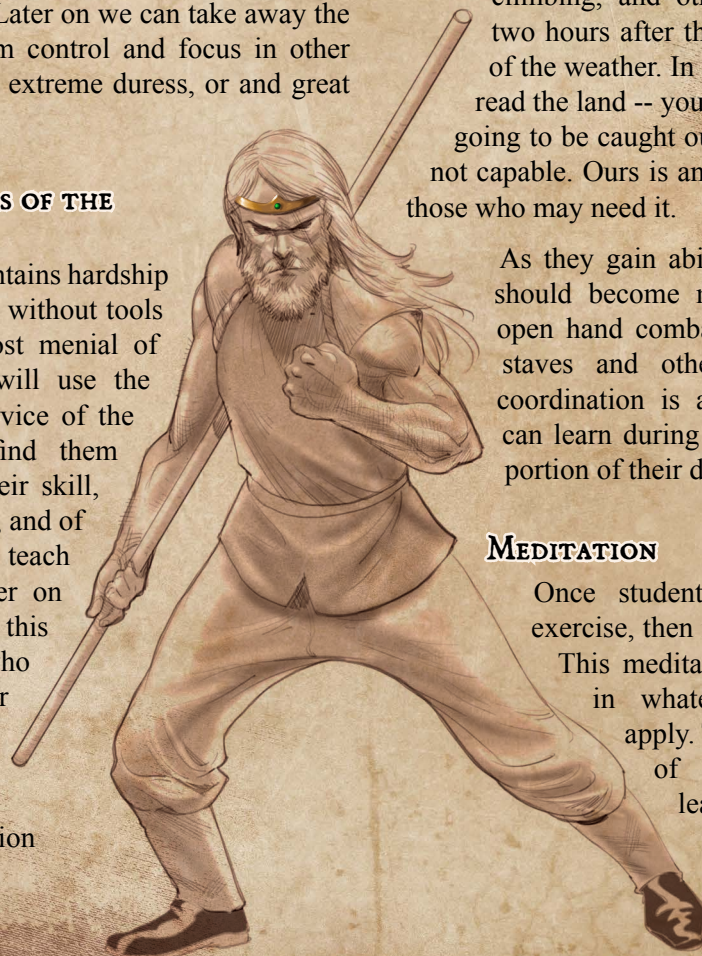
We must ensure that the students are fit, physically, spiritually, and mentally. To this end they must take regular exercise. This includes running, jumping, climbing, and other outdoor activities for two hours after the second meal, regardless of the weather. In the process they'll learn to read the land -- you never know when you are going to be caught outside with others who are not capable. Ours is an Order devoted to helping those who may need it.

As they gain ability, the physical exercise should become more demanding such as open hand combat and then working with staves and other weaponry. Hand eye coordination is another skill the students can learn during the physical conditioning portion of their day.

MEDITATION

Once students have completed their exercise, then meditation is their reward.

This meditation should occur outside in whatever weather conditions apply. The point is contemplation of the natural world, and learning the energy that surrounds everything. As they observe, they'll



begin to pick up the energies around them. These are the energies that surround us, bring us together, and allow us to understand the world at large.

SCROLLS BEFORE DARK

Our minds must be honed too, and we have a range of scrolls that the students must study. Our Order is based on the written word of all the Grand Masters back to the beginnings. These classes are based on ability. Those few who need it will be taught to read first. Those who can read will help the others learn, as we are all brothers and sisters in the Order. Once the students can read, they're taught to master the skills of communication as well – writing, and speaking to others in a calm and reassuring manner. A panicked Adept is no leader when it comes to facing down dangerous situations or enemies.

I recommend the third and fourth scrolls of meditative control, along with the first scroll of the Amethyst Mind Technique as early beginner reading materials.

SUN DOWN

A short meal at this time is preferred. Long rambling meals will distract our students and instill bad habits. After the meal they should continue with more lessons in control. In the first hour after the third meal, the students should learn and practice the art of the attack, and the second hour, the art of defense. The ability to use the mind as both weapon and shield is a vital part of our training. We also hone their ability to use focus crystals at this point. Some of our more capable members should be on hand to demonstrate, as well as ourselves as Masters and Grand Masters. These lessons should take up the first hour, second hour, and third hour after Sun Down.

FINAL MEAL

The students are allowed a final meal; this is akin to the supper taken in other lands. It should be enough to hold them over, because after the final meal, they are going to endure another hour's meditation in extreme conditions.

FINAL MEDITATION

For one hour after the final meal the students are once again subjected to a meditation under the falls, they are expected once more to remain focused on

their inner mind and ignore everything except for the focus we give to them. We should notice an improvement in our students beyond the first day we attempt this teaching method, and those who improve quickest should be tasked in helping those with slower improvement results.

SLEEP

Once the final meditation is over for the day the students should sleep. Their bodies need adequate rest, and at least six hours is preferable. There are, of course, many of us who can go without any sleep for days, but these are new minds and bodies, we can't expect miracles as we begin. If we notice they have improved in their control over their bodies, we may curtail their sleep and change their schedule by inventing teaching scenarios designed to simulate the wide variety of conditions that they may find in the outside world.

For now we let them rest; tomorrow will be just as hard as the day before.

THE STRUCTURE OF THE ORDER

GRAND MASTER

Our Grandmasters shall be exemplars of our Order; they will lead from the front, and by example. They will seek to enlighten, to instruct, and never to chastise even if the student is unruly or disruptive. They will counter violence with understanding, and treat willingness to learn and improve as sacrosanct. They will seek to impart new understanding and reach even greater levels of control over The Way day by day.

SENIOR MASTER

The Senior Masters of the Order are akin to our Grand Masters. They are exemplars of the Way; they have reached enough levels of understanding to be considered as potential candidates to open a new Order if one is required. We look to them to teach our students when the Grand Master cannot, to impart a greater understanding of the guiding principles of our Order, to protect our students and accompany them as they grow into their true power. There should only ever be three Senior Masters in the Order.

MASTER

We should look to our Masters as we do the Senior Masters. They should be of a similar understanding, but their authority is not as far reaching as those above them. The Masters are our cornerstone when we require lessons taught, chaperones for our students in the wild. Masters are numerous and the Order should seek to support at least six to eight of these talented individuals.

STUDENT OF THE FIRST MIND

Students of the First Mind have reached the pinnacle of what we can teach them, their next step on the path of the Way will take them into the halls of Mastery. They will learn to become Masters, understanding the deeper mysteries of the Order and taking greater steps in their personal journey. They are people upon whom we can rely and assign greater tasks. They should be encouraged to help all those below and even those of us above them, as none of us are too old to learn.

STUDENT OF THE SECOND MIND

The Students of the Second Mind are one step away from their next ascension, they have begun to master the techniques that will take them to First Mind, and they have started to grasp the truths that we hold to be evident about our world and the power within themselves. They are capable individuals that we can assign numerous duties, and look to help others in the Order. We can give them major tasks to undertake, and trust them to do them responsibly.

STUDENT OF THE THIRD MIND

The Students of the Third Mind have just taken their first steps into a wider world. They will learn our deeper mysteries, achieve greater control over mind and body, and learn to adapt to a variety of situations. They are given new focus, and new insight. Many of them should be encouraged to help their fellow students achieve their goals; we should reward those who go beyond the call of duty with increased workloads and greater responsibility. We can look to these students to help us with minor tasks, and see how they handle the increased responsibility.

STUDENT (OF THE MIND)

These are our first proper students; these are the ones who make it through the first year as a Hopeful. They are the ones who have mastered the basic skills they need as an Adept, and those who have demonstrated a further understanding of the world beyond the one they think they know. We will watch them closely and hone those who achieve great things, whilst encouraging them to lift those below them into the wind and let them fly.

HOPEFUL

Our Hopefuls are on the first steps of the path of The Way, they are the important foundation from which we can build our school. We know we cannot take all of them with us, but we will watch for the ones with true potential and guide them as best as we can. Know that it will be a hard choice to pick those who we see with a future in the Order. We should not let just raw ability take precedence either, we should watch for those who might not be as trained as their peers and seek to help them achieve their goals.

GOALS OF THE ORDERS

Our Orders are based on a need to enlighten those Adepts who seek to learn more, to instruct new Adepts in their power, and to provide a safe space for our recruits to prosper far from the eyes and sharp tongues of those who do not trust us. To this end I have compiled a list of our goals as I see them. Grand Masters can see fit to amend or add to these goals as time goes on, especially for their own Orders.

- Instruct our students in the proper methods to control their power. The Way is a dangerous ability, and a very powerful tool. There is a saying, a fire is a good servant, but a poor master. A raging power can quickly burn all without compunction.
- Provide a safe haven for our students. We walk a hard path, so we give them shelter and teach them to provide shelter for others.
- Grow our own understanding as Grand Masters, Masters, and senior members of the Order. We should train just as hard as, if not harder than, those we seek to instruct. We cannot hope to instill the correct teaching if we ourselves are barely capable.

- Be a shield, a friend, a teacher, a mentor, and a patron to all those who come to study with us. Our Order is built on comradeship; our lives should be built on the skills required to work well with others.
- To combat Darkness and Flame, to fight injustice, to take up arms against those who would seek to do all those we protect harm.
- Seek a non-violent solution before we must escalate to fight. Deepen our understanding of the mind.
- Work with Crysarium, and build more coherent understanding of our internal focus and the focus crystals we use.
- Record all that we teach in the Scrolls of Enlightenment so that we might teach future generations when we have stepped over the threshold. Support our allies against the Darkness and Flame; their fight is our fight, and their world is our world.

EXILE FROM THE ORDER

I must place this section here for there are occasions it is required, but we do this with a heavy heart. It must be done however, for there are those amongst us who would seek to pervert The Way to their own selfish ends, or serving callow and cruel masters such as the Malakar Dominion, or the Kal-A-Nar Empire. Fortunately these people don't generally have enough control to hide such falsehoods from their teachers for long; their duplicity often comes to light.

Our action against these individuals must be absolute when all else fails, if they cannot be dissuaded from their course of action. They must be barred from the Order, exiled so that they cannot corrupt the other students and fellows around them.

We name these souls, and keep a record of those who have fallen off the path of The Way as a signal that we must protect our students and test them.

Fala Gran: an Adept of the Third Mind.

Usak Vonskarr: once a Master.

Julian d'Sande: Grand Master of the Iron Psyche Guild.

Ssarthan vo'Rhossisth: Master, now affiliated with Maelstrom mercenaries.

Irinia Ravensoul: a dangerous elven First Mind, now working with a Kal-A-Nar slaver caravan as support for a merchant.

Those who have been scribed in this scroll are not believed to be beyond redemption, but they have been seen in the company of slavers, merchants, members of the Red Store, and Kal mercenaries in the past. They bear watching closely.

ORDERS

We are not the only Order that exists on Shaintar, and of course many of our brothers and sisters come from the different Orders elsewhere. It would not be prudent to reveal their location, since those of you who read this will already know that information. I can shed some light on the various Orders that make up the tapestry of our Way.

WARRIOR-ADEPTS OF THE JADE FLAME

The Warrior-Adepts of the Jade Flame are impressive, masters of combat and of the mind, they seek to change the perception of many on Shaintar in regards to Adepts. This is a worthwhile cause and they are consummate protectors of the downtrodden, those in need, and the weak. They can be relied on in crises and they have established strong links with their fellow Order of the Azure Citadel. The Jade Flame has been responsible for stopping many plans of the Red Store, the Malakar Dominion, and the Kal-A-Nar Empire in the past. They excel at training their bodies as much as their minds and they are one of the few Orders which actively train their students in weapon use, as well as the disciplines of psychokinesis and biokinesis. They act akin to knights, have a strict code of honor, and will always seek to right wrongs wherever they can be found. They are an excellent Order to befriend and I have always held a fondness for one of their number, a woman who calls herself Ghostwalker.

ORDER OF THE AZURE CITADEL

When I met Brother Shadow of the Azure Citadel I was impressed by his serenity. He told me that the Order seeks to strike a perfect balance between mind, body, and spirit. Shadow impressed on me how his Order sought to seek internal perfection, so that they might make the world more sublime by their efforts. I was also impressed by his vast knowledge of the history of the Adepts, and their role in Shaintar's events. I was also pleased to learn that Master Evelyn Whitestone was dedicated to making sure that her Order was a key part in helping improve the image of Adepts in society. She told me that she has strong ties with the Warrior-Adepts of the Jade Flame, spoke of Ghostwalker and how they are committed to the same goal. It was with a great sense of joy that I accepted to forge ties between the Amethyst Mind and her Order. Her Grand Master was in accord and supported us both.

ORDER OF THE AMETHYST MIND

Our Order is dedicated to similar matters as the previous two Orders. We strive here to perfect our understanding of the world around us; rather than seeking to make the world more sublime, we seek to know our place in it. We hone our minds more than

our bodies in terms of combat, and we seek to protect ourselves, and those around us. Our color, amethyst is the color often associated with psychic protection amongst the Orders, and whilst many Adepts witness blue energy when they activate their disciplines -- we often perceive our own amethyst color. Master Yolan is convinced that we have tapped into a color of the mind that is rarely used by our peers. I remain unconvinced by this for now and will need to study the effect deeper and perhaps enter one of our famous divination trances.

DREAMDANCER'S GUILD

This Guild of Adepts is an interesting Order. They focus on the mind above all else, and are extremely gifted with the disciplines of telepathy and illusion. They are capable of incredible psychic feats, and I have met a few of their members in the past. One of them, Windtalker, an elf of fascinating insight brought a unique level of understanding to our Order when I invited him to talk at some length on the mysteries of the psyche. The Dreamdancers also excel at dealing with those people who may be trapped in nightmares, dreams from which they cannot escape, and are



haunted by dark spirits. I spoke to Holly Barden of Galea, an Adept who specializes in using her power to rescue children who are targeted by creatures that stalk dreams.

FARSPEAKER'S GUILD

The Farspeaker's Guild, which was originally founded in Lanthor, focuses on providing secure, long-distance communication for the people of Shaintar. Farspeakers focus on Telepathy, though many also act as mind readers or even translators. Obviously, due to the sensitive nature of their work, most Farspeakers erect powerful mental defenses to prevent interception of messages. Once an Adept completes training as a Farspeaker, they are Bonded by the Guild, which certifies that they are legally bound to carry out their duties and guaranteed by the Guild for accuracy and discretion. For this reason Farspeakers are some of the best known and most trusted Adepts. Founded in Lanthor, Farspeaker Guilds may now be found in any major city, and some large military strongholds, forming a large web of communication. Though hardly cheap, Farspeaker services are available to all. Some large organizations, such as sovereign kingdoms, large trade houses, and the Grayson's Grey Rangers maintain their own privately contracted Farspeakers who serve their exclusive needs.

ORDER OF THE SAPPHIRE CITADEL

Inexorably linked with the Order of the Azure Citadel, the Order of the Sapphire Citadel shares the same goals and mission; to improve the image of Adepts within society. Whereas the Azure order acts very publicly, the Sapphire Order moves behind the scenes, forging alliances with nations and powerful factions to further their joint mission. To that end, members of the Order wield great power and influence, but ever strive to use their abilities, and their reputation, for the betterment of all. When I inquired as to the head of the Order, I was politely, and very respectfully, informed that part of the effectiveness of the Order was that each individual member speaks with the authority of the Order. By naming a Grand Master, all other member's voice would be diminished.

ORDER OF THE STEEL THOUGHT

The Order of Steel Thought focuses solely on teaching the methods of psychic defense, they are a shield against powerful dark magic, and evil thoughts. They are often employed by those in power to serve as advisors and courtiers, often moving in disguise amongst the people of the court. The enemy only finds out that they are facing a powerful Adept when they attempt to attack a ruler or target with mental assaults. They were formed by Dregordians originally, and then the Grand Master perished saving the Galean King from a terrible assault at the end of the War of Flame. I learned that the Order now has a new Grand Master, her name is Velindrel and she was a former monster hunter who journeyed first to Korindia to learn martial arts, and finally to the Dregordians to become an Adept. Later she impressed the Order of Steel Thought so much they offered her the Grand Master rank.

ORDER OF KOR

When two brothers left Korindia and took with them their knowledge of Kor-In, they happened upon a former member of my Order. She had left, not in disgrace as some have done in the past, but as a teacher and a Grand Master herself. Charla Avel liked what she saw in the two brothers, and she recruited both Rain and Storm into the new Order of Kor. The teachings of Kor were so close to her own thoughts she decided to combine both psychic combat and Kor-In into a unique mix of both styles. Her Order is hard to enter and it is one of those Orders which expect even greater things from its students than many of our already established Orders. With Rain and Storm at her right hand side however she has had little trouble convincing the members of many Orders of the worth of this new Order. The Order is only a few years old, but the top ranked members have decades of experience.

SILENT FAITHFUL

Less an Order or Guild, the Silent Faithful are a group of Adepts drawn from many different Orders such as Azure Citadel and Jade Flame who have pledged themselves to the Church of Light. Unlike the Jade Flame, however, the Silent Faithful avoid the public eye. These quiet servants serve the Light in many small ways, healing minds in infirmaries,

maintaining communication between churches, and acting as the eyes and ears of the Church. These Adepts are nothing like the Grey, or even Black, Lanterns. Rather, they are merely Adepts who use their unique talents in service of the Faith. When anonymity is required, members of the Silent Faithful don masks of white and light blue, subtly signifying their allegiance to Light.

THE WHITE STONE ORDER

The White Stone Order is our most scholarly Order. Whilst the Azure Flame focus on the history of our Orders, the White Stone seeks to expand our understanding of the whole of Shaintar, they are the ones who delve deeper into the mysteries that elude many of us. They are tireless explorers and are often found alongside those who dig deeper into the very earth. They are trained in many aspects of our discipline; they are as strong as stone in their bodies and many of them can treat the earth as another doorway. The Grand Master of this Order is a man called Flint, and he is a well-built, capable warrior with a mind like a steel trap. He knows more about the ancient world than many of us, and has walked the depths of the earth in search for answers.

CITADELS

I have spent some time in the land of the Dregordians, and of course as is fitting my station I was allowed to visit many of their Citadels which reside there. I was there as a guest to impart my own understanding of the path of the Way to them, which I presume they found enlightening -- I did not sense that they felt I was teaching them things they already knew.

AZURE CITADEL

In Ssora, the Captial of Dregordia I was stunned by just how incredible the Azure Citadel truly is. It is a magnificent building which dominates the groundside skyline. I was taken deep inside and shown the various rooms where the students trained, I met the Master Evelyn, Brother Shadow, and the Grand Master of the Order who is a powerful Dregordian they call Ssanrith vo’Nastarr. The students are all hard-working and have a vast understanding of the Adept disciplines.

CITADEL OF DREAMS

Just outside Ssarak close to the Glimmering Hills is the Citadel of Dreams. It is a white stone palatial structure which is often topped by cloud due to the low lying cover which seems to shroud it. I have postulated that it might be a phenomenon created by the Grand Master to offer a layer of protection to her Order’s building. It is a very comforting place to be and rings with the sound of soft voices day and night, the students are courteous and they provide a great deal of insight into the mind. The various members of the Order were incredibly interested in my Orders connection to psychic protection and defense. I wish to go back there this summer and spend some more time in the company of their First Mind: Windtalker.

CITADEL OF THE AMETHYST MIND

I suppose it wise to speak to our own teaching place, as this tome has been written for our betterment. On the outskirts of the capital city of Galadrea, nestled beneath Fallon Peaks rests our ancient hold. Ours is a quiet Citadel constructed to focus the thoughts, and rest the spirit. Around the weathered stone halls, are silent gardens, winding paths and meditation chambers. In these places, we hone our minds to block out all distraction, set ourselves against all intrusion, but never lose our connection to the world around us.

CITADEL OF THE JADE FLAME

Rising beside the Great Cathedral of Light in Archanya, the Citadel of the Jade Flame is a place of great tranquility, but girded for war; much like the Warrior-Adepts themselves. Not as grandiose as the Cathedral, the Citadel is awe inspiring with white marbled halls and vaulted ceilings. At all times, day or night, Adepts of the Citadel may be found offering food, shelter, and council to any and all, continuing Grand Master Nollan’s original vision. It is interesting, though, that even with open doors, the Citadel leaves one with the impression of an incredible power, restrained, but ready to unleash at a moment’s notice. The ease at which I secured an audience with Grand Master Harris surprised me, but upon reflection I understand his willingness to meet reflected the Jade Flame’s mission to improve the portrayal of Adepts in the world.

GREY CITADEL

Constructed within the massive Ranger fortress in Kythros, the Grey Citadel provides for the needs of the many Adepts serving in the Grayson's Grey Rangers. Much like the patchwork group that is the Rangers, the Grey Citadel differs from others in that it serves not one order, but many. Within its high stone walls walk members of nearly ever Order and Guild imaginable, though most often are seen Warrior-Adepts of the Jade Flame, the Azure Citadel, and the Farspeaker's Guild. The Grey Citadel is governed by a council of Senior Masters selected from within each of the representative Orders. From this body is chosen a single individual to act as Grand Master. Due to the inherent chaotic service that is the Rangers, these leaders change often, but all are required to wear the cloak. Interesting, one's rank or position within the Rangers has no bearing on one's position within the Citadel. For some, this might seem confusing, but for the Adepts of the Grey Citadel it is the way.

GUILDHOUSE OF THE FARSPEAKERS

If communication is the key to success, it is small wonder that Lanthor grew to be the largest city in Shaintar. Birthplace of the Farspeaker's Guild, the sprawling Guildhouse in Lanthor is business, Citadel, and home to the largest number of Farspeakers, and one of the most numerous collection of Adepts found anywhere. With new Farspeakers needed all the time, the Guild works tirelessly seeking out those with the talent, and commitment, to become Bonded members of the Guild. For this reason, Lanthor benefits from a veritable deluge of information from all corners of the world; even from lands to the north. Security is at a premium and the wealthy Guild leverages all its power and influence to secure the best protection, many of whom are also Adepts from other Orders. The current Guildmaster, Master Kandor, is both head of the Farspeaker's Guild and a sitting member of the Lanthorian Free Trade Council making him a very powerful, and very wealthy, man.

KOR-IN CITADEL

Though new, none can doubt the effectiveness of combing the Kor-In arts with the power of The Way. One of Grand Master Avel's senior students returned

to Korindia to recruit and train more Adepts in the new style. Somewhat ironically, the Kor-In Citadel is not an actual structure, but rather a mindset. Students train in the street, or the wilderness of their island home. Anywhere a Master teaches, there you will find a Kor-In Citadel, for this Citadel is a state of mind, and way of life. I have heard that there are dozens of Masters now throughout Korindia, and even a few on the mainland as well.

SAPPHIRE CITADEL

Located on Sunrise Isle, a land steeped in magic and mystery, stands the ancient Sapphire Citadel. Together with the Azure Citadel in Ssora, the two Citadels work in perfect harmony to instruct and enlighten members of their Orders. Hopefuls begin their journey of enlightenment within the Azure Citadel, honing their skills. A select few of them most gifted Students of the First Mind are then accepted into the Sapphire Order where they expand their minds to new horizons. The greatest masters of the Sapphire Citadel then return to instruct new Hopefuls in Ssora, and so complete the circle. In my travels I have met several members of this Order and can say with some clarity that any, and all, could be the Grand Master. To the outside world, they have no rank, merely one mind and voice.

ORDERS OF INFAMY

I have not managed to collate much information on those Orders who have chosen the wrong path and gone into mercenary work, or outright slavery and banditry. I have, however, listed several of them here, and provided all my knowledge of them that you may be wary of those that might fall into Darkness or Flame.

BLACK STORM

I believe these Adepts have fallen in with the likes of the Maelstrom; they are led by a bloodthirsty ex-member of our Order. The Dregordian: *Ssathan vo'Rhossisth*. He is responsible for the deaths of two of our Third Minds in the last year.

BRIGHT FLAME

Jessa Renmere, an Adept who failed to qualify for any Order uses her power to cajole and terrorize those who she pleases. She is known to work with slavers and other dark-hearted souls. Of late she has been in the company of members of the Red Store. She is the lover of a Thamaturge known as Phyros Qual, he has direct connections with the Cult of the Dragon of late, this is a new connection and hitherto unknown.

BROKEN MIND

I reserve a good deal of my pity for members of the Broken Mind. They are all failed aspirants, or those who have fallen by the wayside. They use their abilities to break the minds of others; there are stories of whole settlements losing their minds. The Order swoops in, robs them blind and tends to leave them as vegetables. A Kal woman known as Rend leads the Order and I hear she can use her abilities to alter her appearance -- I do not know if this is true or not.

DARK WALKERS

The Dark Walkers are the Adepts who have learned to kill with their minds, those who fail at being Dreamdancers often end up walking this foul path. They are killers first and foremost, hired assassins who can invade your dreams and murder you in them. They can also kill with their will; their intent is formed into a mental knife which, according to reports, can slit the throats of their enemies by sheer force of mind. There is no known leader of the Dark Walkers, but I have heard of two possible members: a Shayakar known as Spite, and a ruthless desert-dweller called Dal'Amara.

TOR MASTAK

Not technically an Order, the Tor Mastak serve as the Kal-A-Nar Empire's secret police; literally, the Emperor's Sword of Truth. Anyone unfortunately enough to have faced agents of Tor Mastak, but lucky enough to have survived the encounter, knows well that one will almost certainly find an Adept within the ranks of any Tor Mastak team. What little is known of their organization and training is slim. We do know they focus on *mind reading* and *rending* making them some of the most lethal assassins. Any who underestimate them are fools, soon dead.

ADEPT GEAR

Below, you'll find some new gear that can help an Adept focus their minds and give them help

ADEPT STAFF

Though they vary by Order and region, a traditional staff is actually a long metal tube etched with crysarium, flexible and strong. Many are adorned with small rings at the ends which seem to sing as the staff moves. By feeling the subtle vibrations and sensing movement through the air, Adepts use these weapons literally blindfolded. **Many Adepts choose to mount their focus crystals upon such a staff.**

Adept Staff (Str+d6, +1 Parry, Reach 1, 2 hands; if used by Adept with The Way d6+ reduce Illumination/Blind penalties by 2.)

Cost: 1000; **Value:** -6; **Availably:** -6; **Weight:** 5

CRYSARIUM SABER

Favored by more militant Adept orders, crysarium sabers are small, slightly curved swords forged primarily from processed crysarium which tend to glow faintly when "active". Expensive to produce, these weapons are highly prized for their unique ability to enhance an Adept's combat abilities.

Crysarium Saber (Str+d6, crysarium; +1 Fighting & +1 Parry while the Adept maintains active Discipline)

Cost: 1500; **Value:** -6; **Availably:** -6; **Weight:** 5

FOCUS CRYSTAL OF THE MIND

Favored by Orders like the Amethyst Mind, Focus Crystals of the Mind provide a +1 to all Smarts and Smarts-linked Skills. **Cost:** 3500; **Value:** -4; **Availably:** -2; **Weight:** .25

FOCUS CRYSTAL OF THE BODY

Warrior Orders often use Focus Crystals of the Body to enhance their combat effectiveness. Focus Crystal of the Body add a +2 bonus to The Way skill checks for the Disciplines of *armor*, *boost trait*, and *deflection*. **Cost:** 4500; **Value:** -6; **Availably:** -2; **Weight:** .25

FOCUS CRYSTAL OF THE SPIRIT

One of the more common types of Focus Crystals, the Crystals of the Spirit act as a spiritual conduit, providing 10 additional essence. **Cost:** 2500; **Value:** -6; **Availably:** +0; **Weight:** .25

Liner Notes: New Focus Crystals

To begin game with an enhanced Focus Crystal, an Adept would typically require the Heirloom or Noble/Rich Edge. In addition, an enhanced Focus Crystal replaces any current Crystal and would require an advance to attune. Keep in mind, only one Crystal may be attuned at any given time.

POWER EDGES

Here are some new disciplines and regular edges to help your Adept

MEDITATION

Requirements: Novice, Adept

By taking an hour to calm the mind, relax the body, and center the spirit, an Adept may enhance their skill with The Way for a period of time. Adepts with the Edge who roll a successful Spirit test gain a +2 bonus on The Way skill. On a raise, that bonus is increased to +4. The effect lasts for a number of hours equal to the Adepts Spirit die. However, the effects are lost if the Adept loses focus such as a Brinchie failing their Needs Action check, a Dregordian entering a Battle Rage, an Orc going into a Berserk Rage, or any other action relying on strong emotion (GM discretion).

SHATTERING FOCUS

Requirements: Veteran, Spirit d10+, The Way d10+, Knowledge (Magic) d8+

Some Adepts have learned to focus the power of their thoughts to the degree that they can shatter walls. An Adept with this Edge may gain the Heavy Weapon Application, with the added +2 Essence cost, on the Disciplines of *bolt*, *smite*, or *rending*. The Adept must already know the Discipline and each time Shattering Focus is taken it applies to a new Discipline.

EDGES OF THE ORDERS

Here are some new edges that can only be used by members of those orders or by someone taught by one of those members. Access to "Order" Edges are restricted to characters with the Hindrance: Obligations [Order].

CITADEL OF THE MIND (ORDER OF THE STEEL THOUGHT)

Requirements: Order of the Steel Thought, Veteran, Spirit d8+, Smarts d8+, The Way d10+, Knowledge (Magic) d6+

A direct counter to abilities such as Hard to Resist, Adepts of the Order of the Steel Thought are trained to erect powerful psychic barriers which prevent intrusive thoughts and powers from entering their minds. Adepts with this Edge gain a +4 to The Way skill checks for the purpose of winning an opposed check with enemy casters attempting to breach his mental defenses with mental disciplines such as *illusion*, *mind reading*, *puppet*, and *telepathy*.

FORTRESS OF THE MIND (ORDER OF THE STEEL THOUGHT)

Requirements: Order of the Steel Thought, Heroic, Citadel of the Mind, Knowledge (Magic) d8+

An improved version of Citadel of the Mind, master of the Mind Fortress are unyielding to nearly any psychic assault. Adepts with this Edge gain a +6 to The Way skill checks for the purpose of winning an opposed check with enemy casters attempting to breach his mental defenses with mental disciplines such as *illusion*, *mind reading*, *puppet*, and *telepathy*.

MEMORY WALK (ORDER OF THE AMETHYST MIND)

Requirements: Order of the Amethyst Mind, Novice, Spirit d6+, Smarts d6+

While others focus on manipulate the world around them, Adepts like those of the Amethyst Mind, find great power from within, some even attaining perfect recall. Adepts with this Edge may, as an action, roll a Smarts check to commit to memory events, information, and experiences to be recalled later. With a simple success, the Adept can remember

specific information about a subject, perhaps a letter they had only moments to skim, a map they walked past in a hall, or the performance of a dancer on stage (GM approval). On a raise, the memory is so perfect that the Adept can replicate the memory verbatim, re-writing the letter to the word, re-drawing the map, or even flawlessly performing the dance themselves (GM approval).

FARSPEAKER (FARSPEAKER'S GUILD)

Requirements: Bonded Farspeaker, Novice, Adept, *Telepathy*

A Farspeaker must be accurate, discreet, and secure in all communications. Failure to uphold these ideals will result in an Adept losing their **Bonded** status and their access to the Farspeaker communication web. Upon taking this Edge, Farspeakers gain the Hindrance- **Obligations: Farspeaker's Guild**.

Adepts with this Edge gain a number of benefits. First, they no longer suffer penalties for maintaining the *telepathy* Discipline. Second, the Adept may use *telepathy* as a free action (but they can still only cast one Discipline in a round). Last, Farspeakers gain a +2 bonus on *telepathy* checks when communicating with other Bonded Farspeakers.

Any Adept expelled from the Guild for failure to uphold their Obligations loses this +2 bonus. In addition, treat all other Farspeakers as unwilling when attempting contact via *telepathy*.

WHITE STONE WALKING (THE WHITE STONE ORDER)

Requirements: Seasoned, Adept, The Way d8+, White Stone Order

Through unique study member of the White Stone Order have mastered the ability to move through earth. Adepts with this Edge have access to the *burrow* Discipline at a cost of +2 essence.

NEW ADEPT DISCIPLINES

Below, you'll find some new Adept disciplines that can create interesting effects and allow a true Adept to learn new information and place pitfalls within the minds of others.

DREAMWALKING

Rank: Seasoned

Essence: 3

Range: Spirit

Duration: 3 (1/round)

Magic Styles: Necromancy, The Way

Somewhere among *divination*, *clairvoyance* and *mind reading*, the *dreamwalking* Discipline allows an Adept to enter the dreams of another. The Adept must be within Spirit range of the sleeping target, and roll a successful The Way skill check. If the target is unwilling, or unconsciously resisting, the roll is opposed to the target's Smarts. With a success, the Adept may observe the dream like *phantasms*, but cannot interact in any way with the dreamer. On a raise, the Adept becomes part of the dream and can interact with characters, creatures, and concepts within the dream. This is dangerous however, as the dreams become real to the Adept. Damage in the dream may now cause physical wounds and fatigue! Dreams are strange and abstract things and should never be taken literally.

MEMORY WIPE

Rank: Heroic

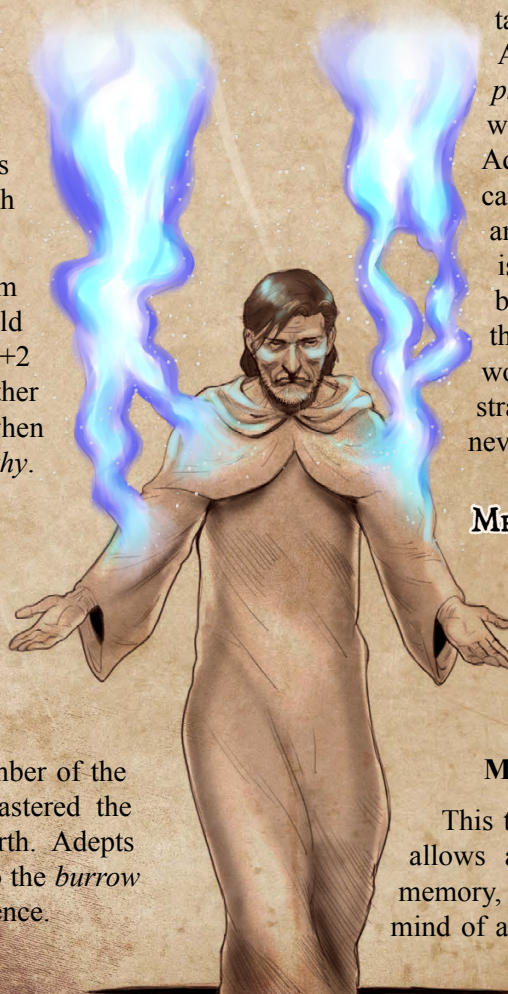
Essence: 3

Range: Touch

Duration: 1

Magic Styles: The Way

This terrible application of *mind reading* allows an Adept to eliminate a specific memory, or piece of information from the mind of another. In order to wipe a memory,



the Adept must first know which memory or what bit of information they intend to eliminate and then succeed in an opposed roll vs the target's Smarts. Unless the Adept gets a raise on this skill check, the target will be aware of the memory tampering. Each use of this Discipline may wipe only a single memory or piece of information. The GM has final say on what may be wiped.

A successful casting of *mind reading* can reveal the presence of tampered memories, but this skill check is opposed by the original *memory wipe* check. A memory may be restored by a successful use of *healing* at a -3 penalty. *Greater healing* is required to recover the memory after the Golden Hour. The memory will eventually return within 2d6+1 days (2d8+1 with a raise on the original casting roll).

MIND GIFT

Rank: Veteran

Essence: 4

Range: Touch

Duration: 3 (1/round)

Magic Styles: The Way

There are times when training must be set aside to face immediate dangers. With *mind gift*, an Adept may temporarily share the benefits of any Edge they possess with another individual. With a successful The Way skill roll, the target gains the benefits of a single Edge known by the caster. The recipient must meet all prerequisites for the Edge and the caster (not the target) must be one Rank higher than the Rank requirement of the Edge. For the duration of the Discipline, the recipient gains all the benefits of the Edge, but no additional benefit if they already have the Edge.

PRESCIENCE

Rank: Seasoned

Essence: 2

Range: Self

Duration: 3 (1/round)

Magic Styles: The Way

The best way to win a conflict is to avoid it. Adepts with Prescience may roll The Way skill check to gain the benefits of the Weird Edge Danger Sense. On a raise, should the attacker get The Drop on the Adept, the bonus is halved to +2 on attack and damage rolls against the Adept.

RUMORS & OBSERVATIONS

I have been keeping a close eye on the surrounding area, talking to various people from the other Orders and compiling some interesting information in my travels as I move about Shaintar's lands.

- I have heard tell that someone is attempting to find an old base of operations for the Dragon Cult. This is of interest to us because the Order can move to oppose this investigation, burying all traces of its existence and thwarting the cult's plans in our region.
- A Dark Walker killed one of our own last night. We will mourn Gradian's death and then look to preventing more casualties. I have requested the aid of stalwart heroes in this regard, one of my First Minds suggested a likely group who have served Shaintar before and are willing to do so again. I will contact them at first light.
- A young student of the Azure Citadel in the swamps of Dregordia has been lost in the region around our Order. I have been asked to lead the investigation into the student's last known location. When I discovered where it was, I was troubled -- the area is a known thoroughfare for dangerous individuals, and of late agents of the Shaya'Nor Masters have been seen operating there including a possible vampire.
- We have been asked to provide psychic protection to one of the many visiting dignitaries in our region. I will assign at least one Master, a First Mind, and at least one high ranked student to this. I will also seek heroes who might be willing to support us; again, a student of ours has a few friends who might be suitable for such an important task.

