



THE DARK VOICE

TRIMESTER 3 | ABY 31 | ISSUE 1



Art Credit: MRD Maston Dane / Stingray Battleteam

CONTENTS

FOREWORD05

REPORT FROM THE GRAND MASTER06

REPORT FROM THE HERALD 07

REPORT FROM THE MASTER-AT-ARMS.....10

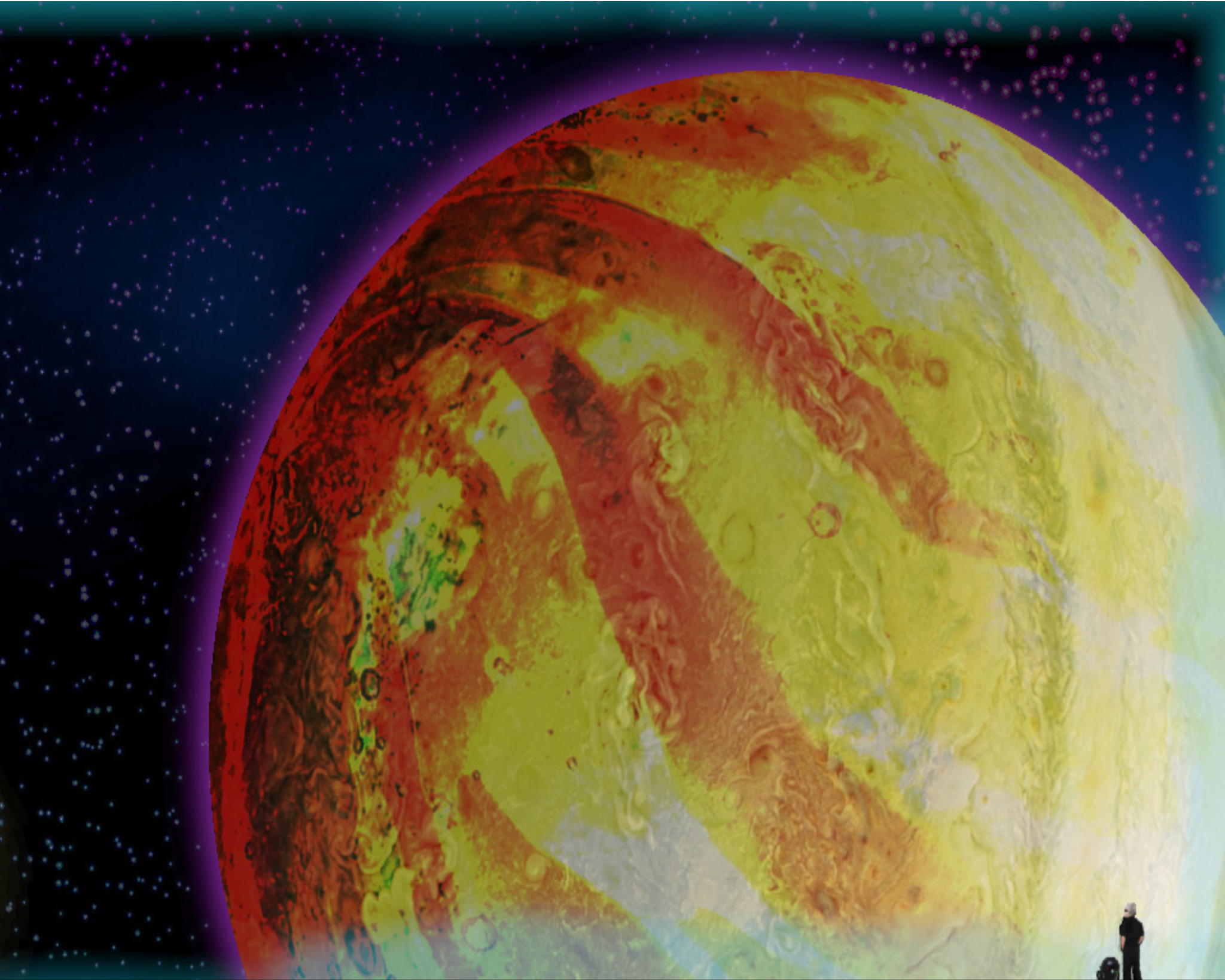
ONE LAST DEAL..... 12

THE GUARD..... 15

FLIGHT AND DARK.....16

LEGION'S DARK JOURNEY17

THE SECRET ORDER 19



Art Credit: MRD Fr0zen / Stingray Battleteam

FOREWORD: FORWARD

The year is over. ABY 31 has all but come and gone by the time I've written this, ending my first five months as Grand Master of the Dark Brotherhood. It certainly hasn't come without challenges; we've been without a central leader for just over a year, and there's a lot of work to do to get to where we want to be. But, we've made a lot of progress together, and I hope to show that off throughout this newsletter. The intense passion of our Dark Side practitioners will be on display through the art and stories that you've created as part of exploring your role in the galaxy.

When I accepted this position, my first move was to appoint members of the Dark Council. We established ground rules for how we'd interact with each other as well with the Dark Brotherhood as a whole, beginning with one core tenet: none of us is above anyone else in the Council. We all have a set of core responsibilities and duties built on a framework that allows us to use our skills to their best advantage, and all are important - or otherwise we wouldn't be spending our time doing it. One of my responsibilities is running the Dark Council, but that's no more impactful than the Master-at-Arms approving and running competitions, the Herald creating branding guidelines and ensuring the creation of Battleteam, House, and Clan symbology, or the Deputy Grand Master ensuring that the Battleteams are operating effectively and efficiently. In short, we're a team, and we need to communicate and act as a single unit.

CREATIVITY IN ALL THINGS

The Dark Council believes in a core principle for the Dark Brotherhood: we should provide a strong focus on creativity. Art, fiction, mission creation, and any and all creative outlets serve as a way to explore one's journey through the Dark Side just as much as excellence in combat does. While we do have a mandate to serve the needs of the Fleet, there are many ways to go about our duties. That applies not only to the activities you take part in, but in taking an innovative approach at all levels of leadership as well.

TRANSPARENCY

Another change we've made is to make Dark Council meeting notes public, to provide transparency and gather feedback. (I'm a terrible note-taker while running meetings, so you get the cleaned up notes with context.) These usually happen weekly, depending on everyone's availability. It's important to gather feedback and iterate on our policies and direction as efficiently as possible in order to provide the best experience possible, and that's what we're focusing on.

Our project board is also public to all members on the Holonet - Trello is a tool where we track all of the work we've been doing, as well as their relative priorities, so that we can hold each other accountable and agree on the best use of our effort.

IN CONCLUSION

I'm optimistic as we continue to head towards the Unknown Regions. Our power grows ever stronger, and there are signs everywhere that we've accumulated a strong and passionate team. I look forward to working with you all into the future.

Darth Surgo, December 26, ABY 31

GOE/MoT-2gh-bh/MoI-BC/MoS/MoC-3doc-3poc-4goc-5soc-31boc/GCx5/SC-SoP/SE-TB/Cr-Dx3-Rx4-Ax2-Sx4-Ex3/CoE/Cr-T-Qx4/CoLx3/CoB/CF-G/LS-B/SI

GRAND MASTER'S REPORT DARTH SURGO & INQ HONSOU KESSEN

The offices of the Grand Master and Deputy Grand Master have been exceedingly busy over the last few months. When I first joined over fifteen years ago, a lowly Sith apprentice, I began a dream of one day directing at least a House, or Clan - and for the Fleet Commander to appoint me to the position of Grand Master is both humbling and intimidating. We've got our work cut out for us, that's for sure.

DARK COUNCIL

Besides appointing a Deputy Grand Master, Inquisitor Honsou; and a Master-at-Arms, Inquisitor Taurus; we've reactivated the position of Herald, given to Inquisitor Khaz Bible. Bible is a well-known artistic talent who has done incredible work in the Emperor's Hammer in the past, and we're very excited that they're interested in helping out. I've also selected a Praetor to the Grand Master; Inquisitor Phalk Sturm, a longtime friend who I can rely on as a trusted advisor.

INFRASTRUCTURE FOR LEADERSHIP

We set up a board full of our tasks, regular meetings, a method of sharing those meeting notes, and a list of tasks that each member of the leadership should expect to complete. This makes it clear to everyone who is doing what, so there's no ambiguity. We also looked at the fact that the

Master-at-Arms was doing... well, pretty much everything, and parceled those responsibilities out so that they could focus on competitions and processing matches. The MAA doesn't need to spend all of their time on administrative overhead when the Grand Master, Deputy Grand Master, and Herald positions are all filled.

THE SECRET ORDER

We've been talking for some time about a shift to something called the Secret Order - which means different things to a lot of different people. The Dark Council, and the Deputy in particular, has been working on a number of new systems, including updated rank names, "paths" based on one's journey through the Dark Side, updating competition awards and their categorization, and generally preparing for a significant shift. We've got a number of items that we're launching soon that we'll prepare you all for... later on in this newsletter!

OTHER ITEMS

We've made a few additional changes as well:

- Graduates of the Dark Side will now earn a Ruby Scepter for their achievements
- We're publishing a regular newsletter, and awarding Dark

Side Scrolls for contributions. I'm trying not to be a perfectionist

- The Grand Master has taken the responsibility of role assignments from the Master-at-Arms
- The Deputy Grand Master has compiled a list of updated ranks and has made significant progress on a new "path" system (see the SO page for details)
- We ran a competition that layered on top of the Raise the Flag competition that the TIE Corps runs, to see how people choose to participate. We awarded our first Kaiburr Star in a long time to Warrior TheBlackxRanger!

IN CONCLUSION

We've been mostly preparing for a transition to the Secret Order, the details of which you'll find below. I look forward to getting your feedback about the direction we're taking things, and I hope that our efforts will pay off as we work towards creating a more in-depth, immersive experience.

GM/D Surgo/DC-1/Dark Council

GOE/MoT-2gh-bh/MoI-BC/MoS/
MoC-3doc-3poc-4goc-5soc-31boc/
GCx5/SC-SoP/SE-TB/Cr-Dx3-Rx4-
Ax2-Sx4-Ex3/CoE/Cr-T-Qx4/CoLx3/
CoB/CF-G/LS-B/SI

HERALD REPORT INQ K. BIBBLE

31 ABY, UNKNOWN REGIONS OF SPACE

Greetings members of the Secret Order,

It has been requested of me to provide a report of all that has happened, since being picked for the role of Herald within the Dark Council. Although loud, jaunty speaking is not the strong suit within the Herald's Chambers, that is often left to Darth Surgo or Inquisitor Kessen, I will do my best to provide insight on what has been done, is in the works and can be expected in the future. Let us begin...

COMPLETED TASKS

Clan Drakonan Badge

Starting with the competition in October, gathering ideas and designs for the Clan Drakonan badge from those who took part in the competition was an interesting and I believe successful event.

From the winning design of Knight Aardvark, myself and the rest of the Dark Council worked towards the final design released and announced in December. One we hope you can feel proud of as the symbol of your unity under Clan Drakonan.

Dark Council Badges/ Secret Order Logo

Another thing that had been worked on within the Herald's Chambers were the new Badges for the members of the Dark Council. This was an interesting project to work on starting with one Idea based upon the older

logo of the Dark Brotherhood, it soon changed and altered to better fit the look and style of the new Secret order Logo.

To begin with, the Secret Order Logo itself was based upon many influences from the symbology of the Secret Order itself within the canon of Star Wars itself to a proposed logo design from the past. This was all then combined into the final product which in itself took heavily from the design and shape language of the older Dark Brotherhood logo.

After the completion of this logo the Dark Council Badges flowed easily from this point, incorporating the imagery of crossed lightsabers, to the usage of kyber crystal clusters. It also took time to ensure that each one was unique in its own ways, but also ensured that each member appeared to be of a similar level of power and status.

In all I am happy to announce these new badges, and to show some images of the process that was taken to get them to their finished point.

IN PROGRESS

Banners For the Shadow Academy

As part of the change from being the Dark Brotherhood to being the Secret Order, some changes are being made to the general image wanting to be presented. As such this includes the look of the Shadow Academy. At this current point we are currently

collecting certain design ideas and briefs for the banner.

THE FUTURE

Updates for the Website

In future, continued work will be going into bringing the websites art in line with the new image for the Secret Order.

Competitions

Another thing to look forward to is competitions that will be providing opportunities to be part of crafting the new image of the Dark Council, such as badges and logos along with writing competitions.

--

With that I believe it concludes my report, I hope you look forward to seeing what we will be working on in the future and that you are excited for the future of the Secret Order. Furthermore have a wonderful break over the next few weeks, and we look forward to seeing what happens in the New Year of 32ABY.

Yours Sincerely,

INQ Khaz Bibble
Herald of the Secret Order

HRLD-ROA/INQ Khaz Bibble/DC-4/
Dark Council
MoC-soc-4boc/SC/CoB



The evolution of the Dark Council badges are shown here over several steps, incorporating various adornments, customized lightsabers, different color palettes, and script. They also incorporate the new Secret Order logo. The fourth image will be the badge used by the Grand Master in official communications. Each of the Dark Council members has a customized badge as well. Created by Herald Khaz Bible.





CLAN DRAKONAN

Building on the design sent in by Knight Aardvark, the Clan Drakonan badge was then further refined by Herald Khaz Bible with input from the rest of the Dark Council. It incorporates a similar beveled gold theme to the Dark Council emblems.

MASTER-AT-ARMS REPORT INQ TAURUS

In shadows veiled, the Guard doth tread,
A pike in hand, a robe of dread.
With hoods in twain, dark purple, black,
They weave through night, no step a lack.

Forged by the master, their pikes gleam,
Silent whispers, a deadly scheme.
Mysterious souls, trained in art,
For the Secret Order, they play their part.

A dance in darkness, justice sworn,
In the council's name, their oaths are borne.
Through silent echoes, they navigate,
Guardians of secrets, guardians of fate.



DARK VOICE

DEVELOPMENT OF OLD ACTION ITEMS

PvE-Awards

We are waiting for the implementation of the new systems and (maybe) a new mask for submitting/awarding CoF. But it is not forgotten, just parked for now.

Magistrates

To not dilute the leadership positions of the Dark Council, I elected two Magistrates for now, to help me with competitions and my office. These two are ADT Silvius and MRD Legion Ordo. You can contact them, if you have any questions and I'm not available (aka sleeping.)

NEW COOL THINGS I WANT TO TELL YOU ABOUT

MAA:Applied Arms Manual

Applied Arms Manual: Or short the MAA:AAM is a manual I'm currently putting together to give you all rules and guidelines to follow, when submitting CoFs or developing new competitions. The MAA:AAM will be updated during the course of the next year.

Participation Awards

Dark Brotherhood and clan competitions will be run by a new system that awards participation. Tiers of winnable crescents will be unlocked when certain numbers of participation are met. This Rule is already documented in the MAA:AAM.

Position and Responsibility Updates

As discussed in a previous DC meeting, we updated all duties and descriptions of all leadership Positions. With the Updates the MAA does more competitions and less administrative duties, a better fitting description can be found in the Preamble of the MAA:AAM and will be soon™ reflected on the official position descriptions.

Cluster of Fire Support for Galaxy of

Heroes: Thanks to WAR TI-40026 the MAA will start to look into the development of CoF for GoH.

THE GUARD

We are bringing back the Royal Guard! Well, kind of. It will be just called "The Guard" and the joining requirements are a lot different than in the old days. Basically if you do gaming (ANY gaming or sanctioned activities) you are training as a guardsman and gain points. When you win a trimester of the year long competition, the title of Guardian of that Trimester is bestowed upon you. This title is permanent and will be displayed on your profile. Additionally I will work with the Grand Master to include the Guard into major storyline updates. The competition will start on January 1st 32 ABY for 4 Months so be prepared for The Guard 32 ABY T1: Introitus.

THINGS THAT ARE STILL IMPORTANT

If you sent CoFs to the MAA over themadbull99@gmail.com, remember to put CoF in the subject. Also send a single email; please don't generate responses where you respond to old mails. At the moment I operate with the help of gmail's Sorting mechanism, so incoming mails containing CoF in the subject will be labeled for the "Cluster Queue" and will be manually sorted by me into the "Cluster Done", when processed.

Please remember the 72 hours submission window. This window will be counted back based on the time I received an email in my inbox.

It's also helpful to remember that we operate on the EH site time for all competitions, meaning midnight UTC competitions will end and submission for them will not be counted, if sent in after the competition ends.

If you want to do a comp and have a question, find your friendly MAA or MAA:Magistrate and fire right away.

I hope you had a great Christmas time and a good crossing over into the new year!

Your Master-At-Arms,
Inquisitor Taurus

Member of the Dark Council
Weaponmaster of the Guard
The Blade of the Secret Order

MAA/INQ Taurus/DC-3/Dark
Council

MoC-2poc-2goc-2soc-15boc/SC/SE-
TB/Cr-D/CoB/CF/LSS
{IU:DBCORE}

ONE LAST DEAL

BY: LOCKE SETZER

Slowly, the figures began to disperse and leave, each to their own journey, walking their own path.

Locke closed the door to the chamber and locked it. From there, he opened a small hidden hatch, revealing a series of controls. With a few button clicks, the room suddenly becomes illuminated as normal. After Locke removed the candles, it no longer looked like a secret meeting chamber of the Dark Brotherhood. Instead it looked like a normal empty room, indistinguishable from any other in the galaxy.

Locke removed his robes and other Dark Brotherhood paraphernalia. Without the regalia of the Brotherhood, he looks like any other civilian. Normal. Unassuming. Much like the room he now occupied.

Both were using a disguise, of course. Just a disguise of a different kind.

Locke opened another side compartment in the room. He swapped his robes for a long mat and a leather satchel. He carefully closed the side compartment, then rolled the mat out onto the middle of the floor. Locke sat down cross-legged, facing away from the door where the other members of the Brotherhood had entered and exited from. Then, he waited. Patience was, perhaps, not a common trait of the Dark Brotherhood. But it was a skill he had acquired long ago, in another life and another profession.

Fortunately, he did not have to wait

long. After a few minutes, a hidden door opened in front of him, revealing a face he had been expecting.

“You sure have a flair for the dramatic, Setzer.” Petrus said, announcing himself. The trader sat down opposite Locke, on the other side of the mat. He was a large man to begin with, but the cargo he carried made him appear even larger. He had quite an arrangement of pouches, sacks, and satchels, all attached to his being. A picture perfect example of his profession.

Locke bowed slightly, extending both hands, revealing his palms. “The need for secrecy is paramount, I’m afraid. And these days, it’s easier to sneak someone in to see me than for me to sneak off to meet with someone. I trust my instructions were sufficient?”

Petrus snorted. “If you like having to crawl through dirt and walk through caves in the dark. Honestly not sure why I even bothered. Feels like a place you’re more likely to get murdered in than do business.”

Locke didn’t react. “I’m sure the substantial deposit our mutual friend is holding on my behalf more than makes up for a bit of dirt.”

Petrus started to wipe the dirt off his clothes, clearly committed to the act. “Starting to think I should have asked for more. Maybe I still will, before it’s all said and done.”

“That is your right, of course.”

Petrus frowned. Locke knew Petrus by reputation only - they had mutual associates, but had never done any business with each other, other than crossing paths at an auction or two. But that wasn’t a problem. If anything, it was a sign of respect - they likely had avoided working together because neither one thought they could pull a fast one over the other.

“Heard you quit, but didn’t know you, well... quit. Do you know what I mean? Won’t even play the game anymore, will you?”

Locke shook his head. “No. I’m done. The game doesn’t bring me any joy. I don’t think it ever did, to be honest. Besides, no point in us playing it. We’ve already made the deal. You’re here because I offered enough credits in escrow to bring you here, with what I required. I reached out to you because I knew you would have what I need, and wouldn’t try to sell me anything less. The merchandise will be genuine. You will walk away with enough money to make the deal well worth the trouble to get here. Why do we need to engage in any other frivolities?”

Petrus crossed his fingers, as if trying to ward off evil. “What you call ‘frivolities,’ I call tradition. And I’m a big believer in tradition. Closest thing I have to a religion. Besides, you’ve left out all the ambiguity. You could offer less for what I have. You might be disappointed in my goods. I could simply get up and leave, of my own accord. Sometimes you just walk out on a deal. You can’t tell me you

DARK VOICE

haven't."

"I have, of course." Locke admitted.
"But you won't."

Petrus leaned back, slightly. "Is that a threat?"

Locke sighed. "You know it isn't."

Petrus stared at him for a moment. Then, the large trader simply shook his head, grabbed one of his bags, and dumped the contents out on the mat in front of him.

Lightsaber components scattered in front of Locke.

"You know, without all the dirt, this would have been the dullest job of my life. You're a real disappointment Setzer."

Locke's eyes gazed at each component. "So are you, if you forgot to bring the kyber crystal."

Petrus lifted a finger, then slowly, carefully, opened a pouch on the front of his jacket, and pulled out a crystal. He gently handed it to Locke, for inspection.

"For the money you've got in escrow, this is the one you want. Never been used. They say the color tells you the truth in the wielder's heart. Don't know that there's much truth to all that, but there's not many of these beauties left in the galaxy, I can assure you of that.

Locke stared at the crystal for a moment, holding it softly in his palm. Then, he extended his hand back to Petrus, offering the crystal back in return.

"I need a red one."

Petrus's eyes widened. The first time that Locke has managed to surprise him today.

"But, for the money you're offering... I thought..."

"I need a red one. And I need to

know the parts are good. And I need discretion." Locke sighed, before adding. "And I'm out of the game. I can afford to overpay to ensure I get exactly what I need, without issue or concern."

Petrus nodded his head, but appeared bewildered. He carefully placed the crystal back in his pouch, then opened another pouch on his jacket, pulling out a red crystal. Locke could see that it was not the only one that the trader had.

"You have the instructions I requested as well?" Locke asked. Petrus opened one of his satchels, then pulled out a small book, which he handed to Locke.

Locke glanced through the book. An old Jedi journal. Comprehensive notes. A nice addition. Between this and what he had learned at the Shadow Academy, Locke thought he would have no issues turning these disparate relics into a functioning lightsaber.

Locke was pleased. Petrus, however, appeared to be sweating.

"You'd have been just as happy with that information on a datapad."

Locke nodded. "You're right. I do enjoy a physical copy though. I may no longer play the game or engage in trade, but I haven't lost my appreciation for antiquities, you know."

"But that's not why we're doing business."

Locke nodded. "No. No it's not. But I believe our business is concluded, yes? I am happy with the parts, the crystal, and the journal. I have what I need. Soon you will have what you desire. I will inform my agent to deposit the entire amount being held in escrow to your account. That should more than cover us, am I correct?"

Petrus reached into a pocket, pulling out a small towel, which he promptly used to wipe the sweat off his brow. "I

miscalculated."

"It happens."

"Not to me." Petrus admitted. "I thought you were still one of us. I even thought this whole retirement thing might be a bit, some kind of ruse, to give you a chance to finally get one over me. But that's not it at all. You want this stuff to use, not to sell. And you're not paying me for something precious - you're compensating me for the risk. The risk I took in coming here, dealing with you." The old trader almost seemed to shudder. "More risk than I knew."

"I did not intend to deceive." Locke stated.

"Maybe not. But you certainly didn't mind it if you did."

Locke bowed his head slightly. "I just wanted what I needed."

Petrus stood. "And that was my mistake. Still thought you were a buyer - didn't realize you were a consumer. That's going to cost you."

Locke stayed seated. "I believe the time for negotiating payment has passed."

Petrus shook his head. "Not in money. In reputation. Next time you deal with an old associate, they're going to know better. Count on it."

Locke stood, then extended his hand. "So be it."

Petrus hesitated, for a moment, but then took Locke's hand. "Hate getting beat. Will hate it even more if it costs me my life."

"For what it's worth, I hope it won't come to that."

Petrus scoffed. "Hopes and wishes aren't worth the breath it takes to utter them. You know better than that."

"I suppose I do." Locke admitted.

There was nothing more to be said.

DARK VOICE

Petrus turned around and left, exiting through the secret door he had used to enter. Locke carefully collected the lightsaber pieces and instructions he had obtained, placing them delicately into his own satchel. Then, slowly, he rolled up the mat, and returned it to its location. He retrieved his robes and other Dark Brotherhood regalia, returning his appearance back to normal. Or, at least, what passed for normal in the Dark Hall of Eos.

Locke carefully checked the room over, verifying that everything had returned back the way it had been. Only then did he leave the room. If everything had gone according to plan, he would have everything he needed to start building his lightsaber, and no one would be the wiser. If it hadn't, well...

Petrus probably shouldn't carry so many red kyber crystals with him.

In the cover of darkness, a small shuttle launches from Eos, navigating through the moon's atmosphere in a hurry. The shuttle stealthily sneaks around a nearby asteroid to find a larger ship docked, hiding in its shadow. Once the shuttle is onboard, the mothership detaches from the asteroid, and soon launches into hyperspace. The occupants breathe a sigh of relief, confident that they've just escaped with their lives, and their profit, intact.

No one notices the tracker that's been installed on the hull of the ship. No one knows that it's reporting back a clear signal.

No one, of course, but the owner - a Dark Brotherhood member who watches with great interest an icon blinking red on a galactic map...

THE GUARD

DO YOU HAVE WHAT IT TAKES TO JOIN THE GUARD?

This year, we arise stronger than ever before. Changes are coming, changes that will modify us. One of these changes is “The Guard”.

The Guard is an organization in our subgroup dedicated to protect and fight. Every game you play, every activity you complete will let you earn points which will rank you against everyone else. The best six will get a permanent title on their profile.

If you play PvP; your points will get automatically added.

If you play singleplayer, please let the Master-at-Arms know, so that he can add your points manually (TIE/XvT/XWA-DB).

If you compete in a competition that is gaming related (or activities like puzzles), you get a specific amount of points for every crescent earned. A spreadsheet will be provided on Discord, and a scoreboard will be listed.



FLIGHT AND DARK: ONE PILOT'S EXPLORATION INTO THE USE OF DARK FORCE POWERS DURING STARFIGHTER COMBAT

A GRADUATE SUBMISSION BY NOV KEBLAOMEGA

“A Dark Jedi or Jedi can use the Force to influence the minds of other beings. The most common use of this is to augment powers of persuasion by manipulating others' minds to be more open to suggestion by vocal commands. However, users may also be able to affect targets without voice manipulation, implanting false sensory perceptions into the target's mind which may then affect their behavior. While a Jedi may use this only to avoid conflict, a Dark Jedi is free to unlock the true potential of this ability.”

Read the full entry in Training Officer Report #1 by RA Sylas Pitt!

<https://www.emperorshammer.org/showreport.php?id=4338>

LEGION'S DARK JOURNEY

BY: LEGION ORDO

CHAPTER 1 THE FIRST STEP

Eos, moon of Aurora Prime. Home to the Dark Brotherhood and all Sith of the Emperor's Hammer. Invisible to the naked eye, concealed by old tech and natural formations. One Lambda class shuttle makes its way to a hidden hangar, the entrance to the Dark Hall. Within the hangar waits 3 individuals. Inquisitor Taurus the Master at Arms, Inquisitor Khaz Bibble the Herald, and Juggernaut Therjen'nuruodo (Spartan) the Battle Team Leader of battle team Hyperion.

As the shuttle lands and opens its walking ramp, out comes Inquisitor Honsou Kessen, newly appointed Deputy Grand Master, alone from the shuttle. He had just finished his trip to New Imperial City on Aurora Prime, and yet the three waiting for him started to become disappointed as he had come alone. They were hoping for a new member to join the brotherhood.

"Well, I guess our Mandalorian friend decided to stay in the shadows instead of joining us?" Taurus asked.

"Hmm?...oh no, Legion decided to join after all, albeit some ground rules I had to debate with him about on how he will act with us." Honsou replied, which made the three utterly confused as Honsou was alone.

"I don't understand, If he agreed why

is he not-" Taurus was asking before he was interrupted by a voice behind him.

"Leashed like a chained vornskr?" A hooded figure appeared from behind Taurus. Unsure how he managed to get there, the three just stood shocked in silence.

"Relax, he agreed to join peacefully. Right then, Legion these are-"

"I know," as Legion held a datapad up containing preliminary data of Khaz, Taurus, and Spartan. He continues, "Let's just skip the whole happy go lucky pleasantries and all. I'm here to do one thing and one thing only. I'm heading to my chambers."

Legion just turns enough that the three notice he once again wears a mask, but this time only an old ISB faceplate he used in his times as a former agent that obscures his face entirely. Before any of the three tried to stop him, he simply blinked out of sight, leaving no trace or sound where he went. Honsou just sighs heavily with slight frustration but begins to explain what exactly is going on.

"Ok, I know this isn't the ideal start for things but here we are. First, remember that 'Legion' does not exist here, we are giving him several names to keep his identity hidden as several members of the brotherhood are part of the Corps, which he is still wanted on several charges. Spartan, remember what we talked about. He needs to be given a target at least once a week. We will provide a database of undesirables

that need...extermination...You are not to call him by his name, but by whatever alias we make which is still pending. He is being put with Hyperion but that does not mean he may get to know the others. He is an assassin through and through, not really one to make friends right off the bat."

"Understood sir, I'll make sure to keep him busy...wouldn't want him to start going on killing sprees." Spartan answered

"Precisely. Khaz, Taurus you're with me. We need to confirm the targets before they are marked to death" As Honsou motioned for them to follow, the group split off towards their assignments.

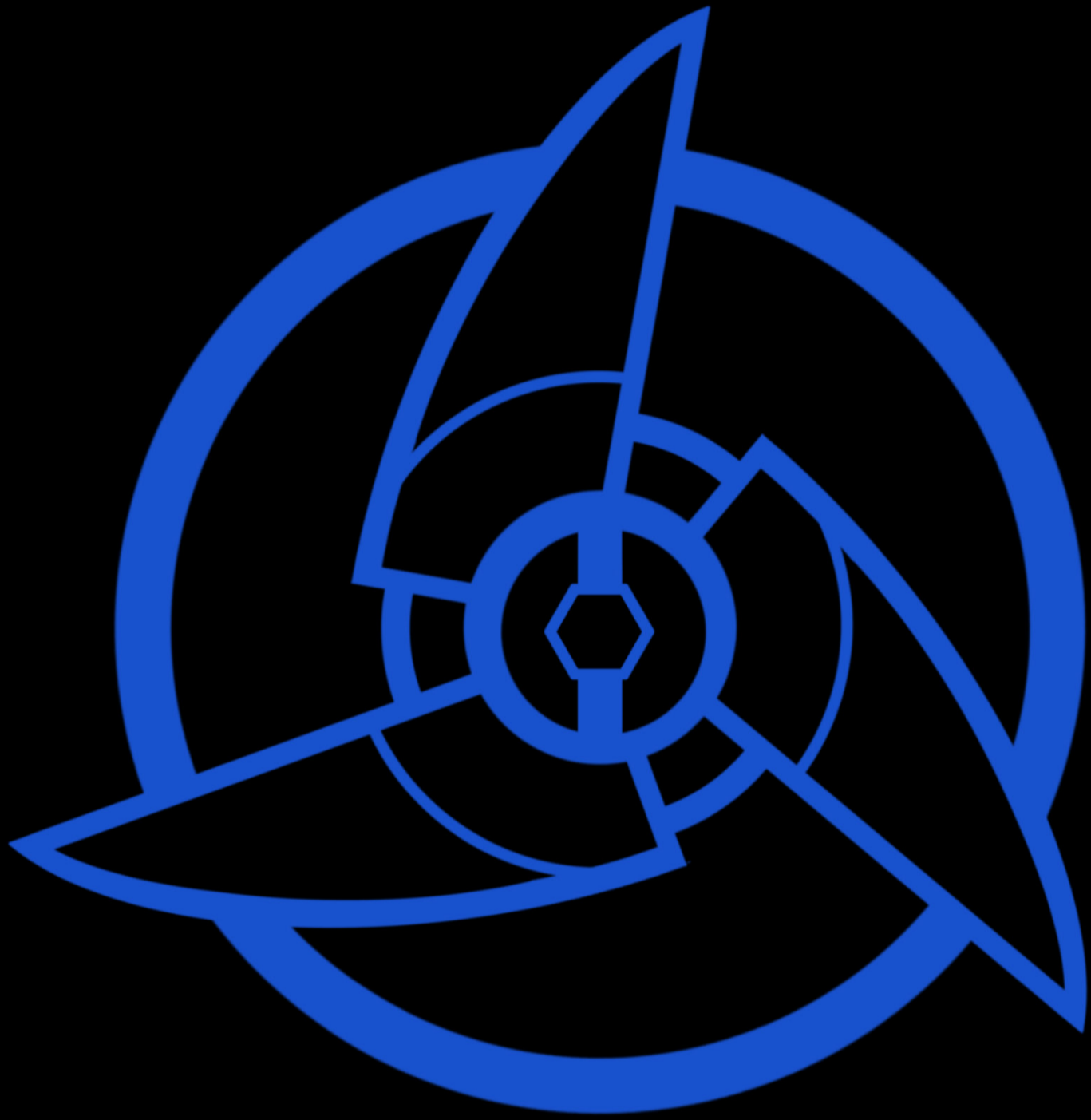
Elsewhere within Level 2 of the Dark Hall, Legion is seen walking the corridors of the living quarters, looking for his assigned room. Upon reaching it he stays standing in front of the door for a while, looking at it as if quietly investigating for traps or bugs. He then slowly reveals a key cylinder in which he inserts it in the doors locking mechanism on the side. It whirls to life as a sort of sequencing begins and a flashing but dim red light activates on the cylinder itself. It's sequencing done, Legion removes it from the wall mechanism and opens the door.

He enters to see the basic living amenities each room has within the Dark Brotherhood. A bed, couch, table and desk, a shelf, and a simple bathroom on the side. Cozy, but

DARK VOICE

essential for every student's needs. He closes the door behind him and notices another wall mechanism like the one outside. It would seem privacy is allowed in these rooms to the untrained. To Legion however, he counted over 10 listening devices and microcameras, now all repurposed to feed false data wherever they are linked to. He inserts the same key cylinder on the wall mechanism from the inside this time, and as it begins its sequencing, it transforms to smaller versions of itself, up to a point where it has thoroughly fused with the wall mechanism.

Legion opens the door again, yet it is not the corridor he was just in, but an entirely different room filled with many Mandalorian warriors from different clans. They seem to be setting up the place to become an operations center, but for what purpose remains unclear. He walks in while removing his faceplate, talking softly to himself with his signature demonic smile, "Peace is a Lie, There is only Passion."



THE SECRET ORDER

THE SECRET ORDER

Kamjin Lap'lamiz stared at the Iron Throne. The cold, black, polished stone seemed to draw in and absorb all light in the room. He couldn't take his eyes off of it. For decades he had coveted this throne. Like all Sith he sought greater power and this throne embodied ultimate power. Long held by the Grand Master's of the Dark Brotherhood, here rule and order was maintained amongst the Dark Siders of the Emperor's Hammer Strike Fleet.

Kamjin drew in a deep breath and exhaled slowly. His crimson lightsaber blade slashed diagonally through the air, cleaving the Throne in two. The upper portion slowly slid away before crashing to the ground. Thus ends an era, he thought to himself. Turning around, he descended from the dais. Troopers from the Hammer's Fist rampaged through the Dark Hall of Eos, rooting out the decrepit remains of the Dark Brotherhood.

Blaster fire could be heard echoing through the hallways as the Hammer Fist cleared out those adherents to the old way who would not accept that the Emperor's Hammer Strike Fleet had moved beyond the need of the Dark Brotherhood as they journeyed forth into the Unknown Regions and what awaited beyond the veil.

Kamjin removed his helmet and cradled it in his arm as a Hammer's Fist Captain approached him. "Sir, we're clearing the resistance and will have control of the hall shortly."

Kamjin's face scowled as he felt the conflict raging below the Dark Hall. "Once they're all cleared out, pack it all up," he said.

"Right away, sir," the trooper replied, rushing off to issue the orders.

Kamjin reached down and keyed his wrist communicator on. "Challenge, prepare for orbital bombardment. Once we've packed up the last pieces of value down here I want this complex reduced to glass."

"Roger, we're moving now into position for orbital bombardment," came the reply from the ship. Kamjin keyed off the communicator. As he gravely replaced his helmet he stole a final, unobstructed view of the Iron Throne. The conflict within him played across his face as his view was momentarily blinded. Seeing the throne through his visor he turned his head towards the sound of intensifying blaster fire and rushed towards battle.

A day later, Kamjin disembarked onto the Super-Star Destroyer Avenger. He rubbed the back of his neck as he strolled off the shuttle and joined the throngs of officers and troopers going about their business. Murmurs and stares followed him wherever he went. He could hear them, even without augmenting his hearing. "There goes the butcher of the Brotherhood."

Kamjin ignored them. He had done his duty, as he had done years ago when he stayed loyal after the Exodus. As he approached the bridge, he snuck silently into the strategic command room in the back. Two figures stood watching a tactical readout as the treasures of the Dark Brotherhood were dispersed through the Fleet.

"Is it done?" the voice of the gentlemen on the left asked.

"Yes, Rapier. It's done," Kamjin replied.

The other figure turned around, removing his hood. Grand Master Surgo revealed himself and beamed. "Well done, Maverick," he said, calling Kamjin by his old callsign. "You'll long be remembered for what you've done here. Though it will be kept a secret amongst us in this room."

Kamjin set a smirk upon his face. "I have ended the Dark Brotherhood. Now you may raise the Secret Order of the Emperor's Hammer."

--

As the Emperor's Hammer Strike Fleet left the safety of Aurora Prime

and began to transverse the Unknown Regions, Grand Admiral Rapier and Sector Admiral Kamjin "Maverick" Lap'lamiz determined that the presence of the Emperor's Hammer Dark Brotherhood would cause unnecessary conflicts within a volatile environment.

Thus, the Secret Order was founded. While led by Sith practitioners, it would include mercenaries, business magnates, assassins, and any sort of useful personnel.

Below, I'll walk you through some of the changes to expect over the coming months. And just to be clear: we will remain a separate subgroup, rather than an EH-level "overlay."

All details here are subject to change at any point. Rank names, path names, and any systems may be edited. This is just a preview for the kind of things we've been discussing during Dark Council meetings.

RANKS AND PATHS

We'll be updating the ranks to reflect a more hierarchical system, to make it easier to understand, at a glance, at what level someone operates.

Besides updated ranks, we're going to introduce the concept of "paths." As you conduct any kind of officially recognized activity- be it flying missions, battling on the ground, submitting fiction, creating art, or taking part in competitions, you will gain experience points. You can then use these points to accumulate path abilities. Each path has five "tiers", and as you spend more points in each tier, you will progress further and be granted greater access to abilities and assets.

Orbalisk

The path of Orbalisk involves the ancient skill of using the lightsaber. Progressing down this path allows you to learn more complex and complicated forms of personal combat.

DARK VOICE

Krath

The path of Krath involves Sith sorcery; calling on the Force to harm or deceive your foes. Progressing down this path allows you to learn more ancient secrets from Holocrons and other sources.

Collective

The Collective path involves using your resources and intelligence to hunt down your foes. As you progress, you will make contacts, form spy networks, learn to assassinate effectively and foment dissent with our political enemies.

Secret Order

The Secret Order path is a generalist route that allows access to additional resources from within the Secret Order.

The tables of skills for each of these Paths are under active development and will be shared for comment in the coming months.

HOUSE PALPATINE

One of the more immediate changes is that we're going to focus on Houses, rather than Battleteams. Both Stingray and Hyperion will merge into the newly-created House Palpatine. Existing Stingray Battleteam Leader, Stalker Locke Setzer, will be stepping up as our first Quaestor. This is more than just a cosmetic change; it will unlock House vs House Vendettas, ownership of assets, and more flexibility to leaders.

There are additional systems currently in development to standardize a unit asset system, which would allow a House to own anything from Bantha milk to space stations and fortresses, should the House be powerful enough.

Once House Palpatine becomes too large to reasonably manage, we will open up a second House.

NAME AND THEME

This will, of course, result in a name change for the Dark Brotherhood to

the Secret Order. Beyond that, we'll also be updating a few other things.

We'll be renaming the Deputy Grand Master to reflect the fact that they aren't as much a second-in-command as much as they are a member of the Council with a different set of responsibilities. The DGM will become the Commander of the Guard; the same Guard who are chosen by the Master-at-Arms' competition.

We will also implement a "character-sheet" like user profile, an analogue to the INPR that already exists. This will show your progression down paths, your ranks, and your abilities.

The Master / Student program is also getting an overhaul, allowing people to become Masters below the rank of Knight, with two conditions: they must be at least three ranks higher than their Student, and must propose a plan to get themselves and their student to Master. All Master / Student programs must be approved by the Grand Master.

And then, of course, come all of the website, Dark Side Compendium, and DBCORE changes to be made, which will likely happen as each change gets implemented.

Please let anyone in the Dark Council know if you have any questions or concerns!

THE DARK COUNCIL'S GREAT HUNT!

A DARK BROTHERHOOD COMPETITION

The Dark Council has begun to search the galaxy for trophies of immense power, but not from ancient ruins or fallen foes. Instead, they seek out extraordinary creatures to gain their powers, and have begun a competition for all Dark Brotherhood members to take part-- a perfect opportunity to garner favor from the Dark Council and further one's career as a Sith!

The Games to be used: Monster Hunter: World/Iceborne and Monster Hunter: Rise/Sunbreak

Find out more on the Competitions section of our website:

<https://db.emperorshammer.org/competitions.php?id=7728>

ART AND FICTION CREDITS

Darth Surgo: front cover, p. 10

Marauder Maston Dane: p. 2

Marauder fr0zen: p.4

Inquisitor Khaz Bible: p. 8-9

Inquisitor Taurus, p. 10-11

wallpapercave.com, p. 10

Stalker Locke Setzer, p. 12-14

Novice Keblaomega, p. 16

wallpaperaccess.com, p. 16

Marauder Legion Ordo, p. 17-18

wallpapersden.com, p. 21

hdqwalls.com: End cover



Created in Adobe InDesign 19.1

Copyright 2024 Emperor's Hammer



THE DARK BROTHERHOOD
EMPEROR'S HAMMER STRIKE FLEET
[HTTPS://DB.EMPERORSHAMMER.ORG](https://db.emperorshammer.org)