



ADDRESS FROM THE IRON THRONE

My Brothers and Sisters in Darkness,

Upon the foundations laid by warriors of the past, we have created a nation of power and glory. There are none that can squelch the might of this Brotherhood. Since the Exodus, six star systems have fallen to their knees before us. We have subjugated entire races of beings to serve as our servants. Not in any moment have we been threatened but from within. We may be duly proud of our position today. This, I say without ego or hubris: we are all powerful.

For ages, the eldest among us have looked to the past in hopes of a resurrection of the Golden Age. We saw the Brotherhood at the height of its power during the formative years of the clans, and saw the Brotherhood fall as the incompetent Dark Lords frolicked in their so-called glory. When we fled Aurora and Eos, we recognized that the Exodus presented to us a unique opportunity for radical change. We have embraced the past, present and future to become more successful than ever imagined in my younger years. Truly, my brethren, the Golden Age is now. Remember these times; carry them with you and years from now look back with fondness and pride as I do today.

I am confident in this Brotherhood and its course for the future. We have all worked and strived, bled and died for the cause that we believe in. That self-sacrifice from every Dark Jedi has been a catalyst for our growth and dominance. I foresee great and wicked things in the future; we will continue our path of destruction throughout the Galaxy.

My part in this great journey, however, is coming to an end. I have served as your Grand Master for years on end with deep convictions and continued sacrifice. But, I have foreseen that my usefulness here in this role is coming to an end; my skills are now better suited for other aspects of driving our cause. Thus, my brethren, this marks the last address from the Iron Throne that I will give as your Grand Master.

I am slated to embark upon a journey to the Outer Rim where I will join our forces that now battle fierce opponents near our old home. As I have dictated before, the control of that region is essential to our cause; I must ensure that the Brotherhood's expansion continues unabated. The daily administration and formalities of our organization can be left to another. Truly, I look forward to the opportunity to serve in varying and more intensive capacities, the Outer Rim War being the first of many.

My Brethren, these last years have been the most illuminating in my short life. Your faith in me and loyalty to our cause has held me aloft through the difficult times and has given me the only joy I have ever known. I will, without a doubt, regret relinquishing this powerful role that I have so enjoyed, but by stepping back for the next generation, I can help to further our goals even more. Unlike the Grand Masters of old, I shall not disappear for my own personal studies; rather, the Galaxy shall know the might of a Brotherhood adorned with another active Grand Master among the ranks.

I urge you to take part in the proceedings in choosing the next Dark Lord. Your role in the rites are truly important, and your fealty to the next Dark Lord is just as important now as it was when I ascended to the Iron Throne.

Dark Jedi of the Brotherhood, with a new leader at the helm, let us go forth and vanquish the light!

In Darkness,

Lord Jac Ae-Sequiera Cotelin Taldrya-Cantor
Grand Master of the Dark Jedi Brotherhood

SHADOW ACADEMY RECOVERS IMPORTANT TEXTS: EXECUTIONS FOLLOW

By Anshar Kahn Tarentae

About two months ago, the Headmaster put out a call to the Brotherhood, seeking assistance in the retrieval of a stolen book. Almost sixty volunteers from all clans and the Dark Council came forward. They ranged in rank from Elders to Journeymen. Though the exact details are still unclear at this time, the book has been recovered by the Praxeum, a battleteam of House Gladius. The Headmaster has promised to post an article of the event on the Wikipedia for all to read, in due time. Anonymous members have voiced concern that this will give the Headmaster time to alter the facts as he sees fit.

The book itself has been removed from the Dark Vault permanently. According to a statement from the Headmaster, the book is far too important to leave open to the public, and since the book has already been stolen once, it will be placed in a more secure location. The exact contents of the book are unknown, but Dranik, who accompanied the Praxeum as well as serving as Praetor to the Headmaster, had this to say: "Of what I was able to learn about the book, it is not something that one should dabble in lightly, if at all."

Meanwhile, the Headmaster has used the theft and subsequent search for the book to regain control over certain elements of the Shadow Academy. A mixed group of students and servants was rounded up and either executed or reduced to near slavery. None had a hand in the theft, but they served as spies. The Headmaster would not give names, only stating that the spies were "working for two individual members of Clan Taldryan, but not the clan itself. These members know who they are, or at least they will once they stop receiving information from their so-called network," said the Headmaster. Shadow Academy Security Forces have been ordered to keep a closer eye on all students. Said the Headmaster: "I admire the effort of the two members to establish and keep such contacts. However, they should know that I do not take kindly to being spied upon. More importantly, the Shadow Academy has no secrets from the general membership; I believe they had us confused with the Dark Hall."

The Headmaster also issued a general warning. Any member of the Brotherhood who harms a member of the Shadow Academy Security Forces who is performing his or her duties will face severe consequences. Reports are sketchy, but we do know that some journeymen got overzealous in their investigation of the crime scene, leading to the death of several security force members. Prelate Dranik, also head of the Shadow Academy Security Forces, had this to say: "The members who killed the security staff members are alive only because we feel that they may yet prove more useful to the Brotherhood if they are alive."

The Headmaster concluded with this statement: "I am grateful to those who helped retrieve the book. The truth is that the contents of the book still remain largely untranslated. However, now is not the time to dwell upon this matter. I sense far more trying times ahead; times that will test the Brotherhood to its limits."

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JUSTICAR EMERITUS FIREFOX - THE VIRTUES

By Odin Vaaj Bruth'Kothae

Who has not known the name of "Firefox" in the Brotherhood? If the question was generated to the members, most of them could have said something about the name, unless maybe some of the fresh Journemen or even Initiates. The name resembled to Lord Firefox, with his lead as the Grand Master of the Brotherhood several years ago, he carved the Petition for the Redness of Grievances along with six other great leaders signatures, as the monumental point of the freedom. That was one of the remarkable notes of his history, a figure that also being remembered with a particular day, presented for honoring the members of their outstanding service and dedication, in the Day of Fox.

After his resignation of the Grand Master's duty in October 2004 in the new facet of the Dark Jedi Brotherhood, he returned a year later, starting his debut on managing the Chamber of Justice (CoJ), protecting the Brotherhood from any disruption, whether internal or external factors. Some particular messages on his early report as the Justicar were *"Part of my job is the mediation of conflicts"*, *"My preference in these cases is to try to deal with it outside of the Chamber of Justice if possible"*, and *" Oh and do try to be nice to each other. :P"*, showing his features on understanding, providence, fortitude and carefulness of fairness, justice and balance.

Not many communiqués were recorded for release in the DB database, the high possibility that it was for earning better mediations. Over a year, the peace settled, as knowing particular cases only limited to the respective bearers. The CoJ website was also created to progress, to represent his ideas and thought. He performed the duty of the Justicar without the use of flourishing words, as some people recognized him as his character, effective and efficient in talking, implementing his carefulness.

Lord Firefox resigned once more, this time from the Justicar's office on January 2007. Unfortunately no words could be obtained since he declined an interview to maintain the feelings of all parties. Again, his virtues played the important role of the reason, even though some people considered the words weren't his strength, he was as he, a different Justicar, and always being remembered of his remarkable service and achievements, as the Grand Master Jac Cotelin himself expressed his impression about the previous Justicar:

Firefox is an iconic symbol to the Dark Brotherhood. He is the man who led our efforts during the Exodus, drawing us away from the Imperial forces that held back our progress. Myself and many others learned much from him during his reign as Grand Master. It was an obvious choice when Keirdagh Cantor stepped down from Justicar that Firefox would be the most worthy individual to fill his place. Firefox led the Chamber of Justice with an even, yet firm grip. He was great in assisting me with keeping the members calm and organized; his very presence on the Brotherhood's Dark Council was sobering to those with unjust ambitions. His daily guidance to the Brotherhood is missed. Kir Katarn has a big role to fill.

Elephants will leave their ivory tusks as tigers will leave their fur. Lord Firefox overcame the history with his name through the striking virtues.

Galactic News

Renown Jedi Master Luke Skywalker appeared in several medical centers for children and young throughout the Core Worlds. His goal was to bring cheer and merrymaking to the sick and he did just that. Dressing as a fat stereotypical pirate he added sweets on sticks to the large fuzzy beard. He proceeded to parade around speaking in the pirate voice and fashion as he handed out sweets that were not stuck to the beard. At the end of the day the children and young were cheering his made up name 'Sticky Beard'.

NEW JUST APPOINTED

By Dark Voice Staff

A gasp echoed across Antei as the new Justicar was announced. Kir Katarn, long standing and loyal member of the Dark Brotherhood, had returned to take up this most important job. Finally, all the rumors going around about other outstanding members taking up the position have been silenced. So deep is the silence that there have been no rumors to fall upon Dark Voice staff ears even as Kir settles into his new position.

For those who are unfamiliar with Kir Katarn you need not worry about his abilities. The man from Byss has loyally performed his duties as Magistrate to the Deputy Grand Master and Grand Master; Praetor to the Deputy Grand Master; Consul of Clan Plagueis and Clan Taldryan; Shadow Academy Pedagogue and as Deputy Grand Master. He has fully dedicated himself to the benefit and welfare of the peoples of the Dark Brotherhood. It can be envisioned that Kir will perform just as well if not better as Justicar.

Even now we are seeing changes come to the Justicar office. A new Left Hand of Justice was announced and the three member Appeals Panel has taken shape. There was even talk of more communications from the Justicar office and a promise to make the process a bit smoother. If anything, Kir has, as always, stated his open door policy. It is a good policy to have but the Dark Voice staff came across a member who spoke of doubt on this policy. The member wished to remain anonymous but gave permission to print the statement.

"An open door policy is fine and all. However, since the Justicar is male most females may not go to him to speak of the abuse they deal with on a near daily basis. It's just something they don't feel comfortable telling a male no matter who he is or how good his policy is."

The member went on to express a need for constant female representation in the Justice system or at least a reliable liaison for members to go to if they feel too intimidated or embarrassed. The member would have gone on to name names but for their own safety only mentioned that the level of abuse goes all the way to the Dark Council. It is unknown if the member has since spoken with Kir about their concerns. However true these statements are, to have known the name or names of the Dark Council member who is abusing others would be ground shattering. As such, the Dark Voice will not pursue the matter further should the Justicar become more informed of the matter.

Kir Katarn has his work cut out for him. To push law and order on a large group of Dark Jedi must be a maddening thing. We all here at the Dark Voice wish the new Justicar much sanity and offer a bribe to keep him out of the office. It is our hope that he will be speedy and just in his decisions as well as fair and unwavering in his punishments.

Antei News

A minor glitch in the Brotherhood communication arrays has allowed an influx of advertisements from all over the galaxy. These advertisements have flooded Clan communications with promises of reproductive enhancements, increased credit flow, and promises of free goods. The Dark Council has also gotten its fair amount of advertisements. The Justicar has reported at least ten Journeymen have fallen for the empty promises and are now flat broke for the next few years. Repair teams are working to fix the problem at this time.

YUUZHAN VONG INVASION PATH

By Raken

The optimist believes existence is a state of peace punctuated by brief periods of war. The historian knows existence to be a state of war punctuated by brief periods of peace.

In 25 ABY, an extra-galactic race known as the Yuuzhan Vong entered our galaxy and with them came war of a scope never before seen. The Yuuzhan Vong did not just bring war to the galaxy; they brought ideology. Fueled by the courage of their convictions, they enjoyed a righteous lust for conquest that tore a ragged swath of destruction across the galaxy that may never fully heal.

From the galaxy's edge, they plunged like a dagger towards the core leaving nothing but the dead and dying in their wake. Penetrating the soft underbelly of the Tingel arm, the Yuuzhan Vong began a drive towards Coruscant and the Deep Core. First to fall was Sernpidal and its moon, Dobido. Sabotaged by agents of the Praetorite Vong, led by Executor Nom Anor, the world was destroyed by a gravity-altering creature known as a dovin basal. The creature was seeded on Sernpidal and when triggered, caused the Dobido moon's orbit around the planet to decay drawing it into the heavily populated world to catastrophic effect.

Though this first assault was clumsy and misguided, it was demonstrative of the Yuuzhan Vong's ability to make war in a way completely that was completely foreign. Through the use of biological weapons, the Yuuzhan Vong not only razed planets, but remade them. Indeed it partly determined their warpath through the galaxy. Many planets such as Belkadan, Duro, and Nal Hutta, were chosen for their ecological significance as much as their strategic importance. Through worldshaping, the Yuuzhan Vong could not only exploit a planet's resources, but specifically suit its environment to their war material needs creating efficiency otherwise impossible.

As the Yuuzhan Vong supply train literally grew behind them, at the front, more worlds fell to their conquest; Kalarba and Rodia chief among them. Many other worlds and peoples suffered greatly at the hands of the Yuuzhan Vong as they were cast into slavery in service of the enemy's war. Billions of denizens from worlds in the war's path were displaced and relegated to become refugees desperately seeking safe haven.

Galactic News

A fleet of five cargo ships was lost in the Maw a few standard days ago. The ships were carrying vital supplies to various systems when a sudden shift in the already unstable gravity fields drug the hapless ships into one of the black holes. Survey teams are working diligently to map out a new path through the highly unstable area. All travel has been suspended and anyone daring enough to enter will not find help should they be drug into an event horizon.

AN INTERVIEW WITH KAREL BRUTH'KOTHAЕ

By Odin Vaaj Bruth'Kothae

The Outer Rim War III finally had occurred in the Subterrel Sector. After some confrontation and minor conflicts the three factions, Sith, Imperial Soldiers, and Rebels, settled in the territory spouted declarations of major hostilities. The DV had the opportunity to interview the ICTE Tribune, Karel Bruth'Kothae, directly on the deck of the DB Flag-ship who was in charge to coordinate the Brotherhood forces along with other ally against the enemy factions in Subterrel Sector. The bright face had shown on the Tribune's, when accepting the DV to enter the deck for the dialogue.

Giving a bow to the Tribune, the DV staff member greeted and activated his datapad to perform the interview.

DV : Greetings Tribune Karel Bruth'Kothae, thank you for the opportunity to this interview. May we start it now?

Tribune Karel : The pleasure is all mine. Yes.

DV : How are you, within the task from the Grand Master to front the Brotherhood engaging the war?

(Uncomfortable talking in standing position, the Tribune showed the way to the nearby room. The DV followed, waiting for the answer until the leader of Inter Club Training Even sat, in the simple design of conference chamber, with a big rounded table accommodating nine seats with a free sight to see each other. Giving a sign with his right hand to the DV to have a sit on the nearest one to his, Karel started his statement)

Tribune Karel : As you and your readers know, the Outer Rim War 3 was originally scheduled to start in November 2006, but due to unforeseen technical difficulties, the tournament was left to die until last month, when the project was reinitiated by the Council. I am very happy we were able to overcome a great number of obstacles and start this event, because killing a contest with such a rich heritage such as the Outer Rim War would have been a terrible loss.

I, as the DB representative in the ORW Council, try my best to make things fun for every club participant, and so far I think we're on a road to success, judging from the debut on 3-4 February, make that a dominant win for our side.

DV : How many participants come to take on this war? Who are our allies and enemies of the factions?

Officially eight clubs are participating in the war, split into three factions. The Dark Brotherhood was assigned to the Sith faction along with the Star Vipers. We shall wage war against the Rebel and Imperial factions, worthy adversaries for our forces.

DV : We heard that several new clubs also empowering some factions. Who were they?

(Karel furrowed his brows while hearing the question, but he continued to answer)

The only non-veteran club invited to the ORW is Esquadron Lores Sith (ELS), a Spanish SW club with a number of very enthusiastic members. They've already adjusted to our rules and IRC channel, and I think we can expect them to be a worthy adversary.

DV : How long is the Outer Rim War going to happen?

There is no set time length for the Outer Rim War, it only ends after a faction has conquered all the 13 planets in the Subterrel System. If one faction would completely dominate the tournament, it would end after about 8 weeks. Nevertheless, the Council will not allow a stale mate in which the factions keep exchanging planets between them in an infinite cycle. Rest assured the contest will have an ending and if we're lucky we may see our club finishing with honors.

DV : Were there any differences or similarities of this war with prior Outer Rim Wars? Any particular subjects?

(A bit idle before responding to the question, the Warrior took a deep breath as if regaining more vigor to conclude after thinking)

If I may be honest, this is my first Outer Rim War edition as a participant, so my experience with past events is limited to rumors and stories. All myself and the Council can hope for is that a few years after the tournament ends, people will still be talking about it just like they are reminiscing stories about ORW 1 and 2 to this day.

DV : As the winning of the last phase of the Battle 1 after such long – two days combat on the weekend, initiated in the early February, the Sith Faction had already conquered the Varla system which originally owned by the Imperial faction. On that Subterrel map system, does

every battle fight the ownership of different system each week?

Tribune Karel : Every week the third placed faction gives up ownership of a planet to the winning Faction. This continues each week until a Faction has conquered all 13 systems from the Subterrel Sector.

DV : *So, is there still a possibility of the Sith Faction losing the Varla system if the lost ensues?*

(The Sith leaned on his chair, his arms crossed before his chest, his tone rising a bit)

Tribune Karel : In the event that our Faction comes last, we would have to give up a star system. Each week the Council chooses which ones can be gained and which can be lost depending on the winning Faction. Next week, for example, if Sith ends up last, we would have to release the Selaris system to the winning faction.

DV : *How many star systems does the Sith Faction have to protect and what are they? What are the others? We heard that these star systems were close to Polis Massa, did the factions also fight to obtain that well-known star system?*

Tribune Karel : All the systems are listed in the ORW Holonet at: www.orw3.net. The Polis Massa is not one of the systems to be fought over.

(The DV nodded, carefully sensing the Tribune's aversion about the question as he noticed the keen sight of Karel's gazing at him)

DV : *What are the platforms to engage into the battle?*

Tribune Karel : Presently we support just about every SW game, including Jedi Academy, Outcast, the Battlefront series, XvT, X-Wing Alliance and the increasingly popular Empire at War.

DV : *Were there any individual heroes? What would they get?*

Tribune Karel : Each week I compile a spreadsheet with all the matches from the last event, and do individual standings. The players who obtain first place are distinguished with the title "Outer Rim War All-Star" and are noted in a page on the ORW and ICTE sites. Furthermore, for DB players, the rewards for obtaining a good placing are substantial. Other than the usual Clusters of Fire, the top three DB players from each week will be awarded first level crescents! And as a bonus, if a DB member wins the event, he receives a Pendant of Blood, the newest medal available for high class gamers.

(Karel smiled as explaining the reward of the war. Suddenly the door slid open, and an officer came approaching with a data pad on his hand. Still sitting on his chair, the Tribune excused a while to the DV to discern the information the officer gave him carefully. After such a period of time, he turned his attention once more to the DV with a note that he had only a few times left for the interview. The DV realized that he should come to the ending question).

DV: *At last, what is your expectation to the Brotherhood members on joining this war?*

Tribune Karel : I only want each and every participant to come each weekend and enjoy themselves, and better their gaming skills. Our club has a good shot at winning, and I'm confident that we can conquer the Subterrel Sector and make history!

DV: *Thank you for your time, Tribune. May the Force serve us well.*

The Tribune only nodded as he stood to make his way back to the deck.

From the Editor

As one can glean from this issue of the Dark Voice, many changes are happening within the Dark Brotherhood. Respectable Dark Jedi come and go from positions as Houses fight for dominance and Clans enjoy new equipment. It is a good and prosperous time for all. The Dark Voice is not without its changes. The layout and presentation of the DV has changed for the better as you may have noticed. This holds true for the hard copy backup file that can be viewed as well. The staff has undergone some changes as well. We say goodbye to Malidir who has left to focus on being a Battle Team Leader. He is wished the best and encouraged to enjoy one of the best positions one can be in. We will be saying hello to Ood Bnar and his lovely puzzles that will be featured every issue.

The Exodus Issue will happen next year in April. Everyone is encouraged to take part in that festive issue. All submissions will be looked at for inclusion. This includes songs, stories, graphics, poems, and anything else that has the Exodus theme to it. If you need a brush up on what the Exodus was I suggest reading the Dark Side Compendium, Book 1: Chapter 1: Page 22 through 25 for a nice little look at what happened.

MASTERS OF FLESH

By Macron Mononoke Keibatsu-Goura

Darth Andeddu



One of the most enigmatic Sith Lords of old was Darth Andeddu. This Sith existed some years back in Sith history, and was apparently a formidable alchemist. This was not uncommon for the Sith of the time. However, he was also a necromancer of unusual ability.

Even his given Sith Lord name suggests a connection with the vile necromantic arts. "Andeddu" can be semantically broken down. "An" can be translated as "not", and "Deddu" relates clearly to "Dead." Thus, "Lord Not-Dead" would be an apt translation from the old Sith tongue.

Darth Andeddu's body apparently died as a result of his experiments and the corruption that always ensues with serious deep study of the Dark Side. Somehow the mysterious Sith managed to keep it vivified with black methods of Sith Sorcery. He later imprinted his persona on a self-made holocron and stored his personal synthetic lightsaber crystal within.

Many millennia later Count Dooku would send Quinlan Vos to the tomb world of Korriban to retrieve the holocron as a test. Vos and his companion Tol Skorr found the tomb and battled Sith Hounds there. According to rumor, Vos lured Skorr into facing the beast in order to recover the holocron.

Vos was ultimately successful in retrieving the holocron and brought it back to Lord Tyranus. Dooku then gifted Vos with the red lightsaber crystal hidden within, marking him as a servant of the Dark Side. This holocron would eventually come into the possession of Darth Sidious.

Darth Krayt summoned forth the hoary spirit of Andeddu with the aid of the holocron later in the Legacy era. Lord Krayt sought a way to stop the corruption born of his Vodun Crab armor from consuming his flesh. The wicked shade of Andeddu labeled him a heretic and refused to aid him whatsoever. This shows some connectivity of knowledge between Sidious and Krayt but the significance is still hidden from us at

this time.

Belia Darzu

Belia Darzu was another fearsome Sith figure. This powerful Sith Lord rose to greatness approximately 1250 years before the Battle of Yavin. Lady Darzu was a master of alchemy, and a changeling to boot. She was one of the important intermediary figures between Darth Rivan and the charismatic Lord Kaan.

Lady Darzu employed a forbidden Sith power known as "mechu-daru." She infected her opponents with nano-gene droids and assimilated them into her Metanecron army. The droids literally rewrote the genetic code of her enemies and captives and forced them into involuntary service as hulking part-machine beasts.

A huge portion of her army was also composed of undead, animated by her black arts. These included Dark Side walking dead, and the more formidable Korriban Zombies. Her Sith incantations were obviously necromantic in origin. It is possible that she had studied the flesh-manipulating lore of her predecessor Dathka Graush but this is uncertain. There is a certain similarity of flavor in her works as related to those of Lord Simus and Lord Sion.



She also had a set of powerful Dark Armor. Her heavy battle suit alchemically boosted her strength far beyond that of a normal human, and made her reflexes supernatural in speed and reaction time. This battle suit also incorporated a sealed atmosphere, as well as being a talismanic alchemical focus for the Dark Force Stealth ability. Darzu's powerful armor was lost and remains to be found until this day.

Unfortunately, Mecrosa assassins that resented her intrusions into Tapani space stopped her furthering of the Sith Arts. She was secretly poisoned and died. Roganda Ismaren and Blackhole were able to discover and utilize her ancient scrolls in modern times and use them for their own ends as "Emperor's Hands".

This woman serves as a perfect role model for modern female Sith of the Brotherhood. She shows us all clearly that the Way of Power is borne of ability and not gender. Woe to those who fell in battle or were captured by this awful woman. Even in death, you would be made to serve her indomitable iron will. She truly epitomizes the Sith tradition.



By Drodik Va'lence al'Tor

For those who are outside both Arcona and Scholae Palatinae, the feud is a competition that tests the superiority of one clan against another. A true tale of who is the better. This feud expands over the course of three weeks and nine competitions. All designed to create competitiveness and struggle as the two clans bout to see who comes out on top.

Already early into the feud, this competitive competition is already taking its toll. Recently, in the Antei Combat Centre, epic tales of battle are being forged as combatants fight each other for the glory of their clans. On the Jedi Knight circuit of gaming, heated battles are waged in the effort to claim victory. Meanwhile artists of all kinds best their hand to create works of art that will make the very halls of Antei rumble. Which side will prevail is based on the simple fundamental of "How much do you want it, to win it?" It pretty much seems both Clans want to win. It will only be a matter of time before the spotlight shows bright on the winner. For those who are competing, good luck!

Help Wanted!

The Dark Voice is understaffed and is in need of your help! If you've ever wanted to be part of something that benefits the Dark Brotherhood as a whole and can write an article or two every month or so then this is the place for you. Applying is as simple as creating an application and sending that along with a sample article. Send applications to telonam@gmail.com and please state which position, described below, you would like to be part of. Applications will be accepted until the positions are filled so get to sending today.

Editor: 1

Primary job will be to edit staff member's articles and work with staff members if corrections need to be more in depth than simple punctuation, grammar, or spelling errors. Editors will also be looked upon to keep an eye out on the other staff members to make sure they are fulfilling their quota. Basically becoming my right hand person, editors will be required to pick up the slack of any staff member who is away and writing the article(s) that away staffer would. Editors may also be called upon to write updates on the DV itself.

Storyline writer: 1

Primary job will be to keep in contact with the GM and DGM about the DB storyline and the direction they wish to take it. This job will require secrecy. Articles are to be written as anonymous and will go directly to me after getting approval from the GM and DGM. This may require writing as a different character or writing about happenings that hurt clans or the DB. Being up to date with the SW books is a must.

TALDRYAN PREPARING FOR WAR?

By Michael Arkarso

Sure, we all know the latest official statements from the Taldryan clan summit about peaceful cooperation and coexistence with the other clans, but is Taldryan really as peaceful as they claim to be?

In the last weeks the clan reactivated House Archanis and put up three new Battleteams; Old Folk's Home and Dark Avatar Circle in House Dinaari and Crimson Vanguard in House Archanis. Recently Dark Side Adept Seraine 'Erinyes' Tenama took over the Quaestor position in the House Dinaari and Sith Battlelord Taku 'Crix' Matsuki Taldrya took over the same position in house Archanis. Both aren't known to solve their problems very diplomatically. Taldryan also massively increased military presence in smaller conflicts like the ICTE. Not only have solo individuals been seen in these recent conflicts, entire teams and groups of Taldryan Dark Jedi have been sighted, sometimes even supported by infantry units. Sure the clan officials speak of normal restructuring for efficiency reasons and self defense, but unofficial sources even within Taldryan use the term 'war preparations' meanwhile.

Independent investigators found wiki pages in the holonet, just dated a few days ago, containing all kinds of naval structures. Sure the original sources were deleted shortly after the discovery of these wiki pages, but copies of the documents can be found all over then net. 'Fakes' Taldryan commented, but analyses indicated that high members of the clan created these pages and several parts of these documents showed that the authors have large knowledge on Clan Taldryan internals.

The most serious sign for Taldryan's ambitions is a bit more difficult to see. The last few weeks saw an increase of murdered people in the region controlled by the Dark Jedi Brotherhood, many of them killed by Bryar pistols. Bryars are pretty outdated and not really handy weapons, but in Clan Taldryan they have a ritual status. It's just an unconfirmed rumor that the name Taldryan means 'Through Bryar' in an older dialect, confirmed is the fact that in the past Taldryan often assassinated opponents with Bryar pistols.

It's pretty obvious that Taldryan is preparing for something. It's maybe just a matter of time until Taldryan reveals its true plans.

Antei News

The dark Antei star has gone into a strange, seemingly naturally occurring cycle of increased activity. We have all heard of stars going into such levels of sun spot activity. What makes the Anteian star so different is that along with the massive spots and strong localized magnetic fields is the previously unknown radiation that is being given off. This radiation is having an effect on The Shroud but the effect seems to be for the better. The Shroud is becoming stronger and more difficult to navigate. There is no word on how long the star's activity will last but early predictions say at least ten years.

STRANGE ENCOUNTER

By Dranik

Encounter Report from the office of Shadow Academy Security Command ~ Office of the Praetor

Five days ago the *Vali*, a YV-330 under sanction of the Shadow Academy during a routine training mission, received a distress call from the Freighter *Napo I*. The *Vali* requested clearance to leave area of operation. Clearance was granted on my authority as Praetor.

The *Vali* went to investigate the distress call and upon arrival found a crippled freighter. Scans of the area revealed no ships in system or nearby. The damage to the ship was massive and irreparable, resulting in the scuttling of the *Napo I*. While under normal conditions the ship would have been towed in for investigation, the *Napo I* was completely decimated and there was nothing left to truly salvage. The only survivor to the attack was too traumatized by the event to provide any real information. She is now in an observation unit in hopes of later recovering more information from her.

This system is usually a calm system. There is next to no pirate activity in this system and the few cases have never resulted in this level of damage to a ship. Further scans of the area revealed odd readings and burn patterns on the hull of the *Napo I*. At this time the incident is going to be listed as under open investigation and for all further Brotherhood travel in pipe between Antei system and the Yridia system ships should be rather cautious and on the lookout for unknown ships..

CLAN UPDATES

CLAN ARCONA

Arcona: Times of War

The entire Dajorra System is geared for conflict. The members of Clan Scholae Palatinae have somehow developed the ludicrous idea that they can beat Arcona in a direct conflict, and have started a Clan Feud against the true heart of Darkness. This, of course, cannot go unpunished. Arcona has marshalled its armies, its fleet, and most importantly its members, and the conflict is in full swing as we speak.

It is widely said that a fight between the two Clans' Proconsuls, Koskian and Phoenix, sparked the incident, but unidentified sources report a chance meeting between the two Consuls at a casino on the infamous space station The Wheel. Whether this really has something to do with this sudden outbreak of violence remains to be seen, though.

Meanwhile, Arcona's two top leaders have taken the opportunity to motivate their membership extensively, and it appears to be working - the limited battle data and casualty reports all suggest a distinct advantage for Arcona. Hopes are high, and the Feud continues to rage on.

CLAN NAGA SADOW

There have been quite a few changes going on within Clan Naga Sadow, as well as many battles fought on the former home of Clan Naga Sadow: the Phare system. With the Sword of Sadow brought back into the hands of the Consul and Overlord, the battle has shown many benefits towards the Houses. House Ludo Kressh has been proclaimed "First House of Naga Sadow" and has claimed the Modified Strike Cruiser, *Wandering Soul*, for their flagship. For their efforts in the campaign, House Marka Ragnos claimed the Modified Nebulon B-2 Frigate, *Fire of Sepros*, as their flagship. Proving to be an exceptional warrior during the campaign, Shikyo "Rurouni" Keibatsu claimed the title of "Conqueror of the Phare System".

After the battle to reclaim the Sword of Sadow, Kat Pridemore stepped down as Proconsul, leaving the control of the clan in the hands of the Consul, Manesh Sadow, as well as the Quaestors, Derev Niroth and Malisane de Ath. During the Feud, House Marka Ragnos decided to create a training program with its members, using the battleteams. This system has seen a drastic improvement for the House, with many more promises to come. Also, there have been a few changes in leadership in the house. Horus Blackheart, Shimura "Xhedias" Keibatsu, Aticus "Khaos" Kashu were named Battleteam Leaders and Vladek Solander was named Rollmaster of Marka Ragnos. On a last note, Derev Niroth stepped down as Quaestor with Shikyo Keibatsu moving up to take the position.

House Ludo Kressh has been taking it easy after taking 1st in the recent House Feud. There are a few big promotions that are on the horizon but nothing huge just yet. With so many changes occurring and coming up, Clan Naga Sadow is showing promise for the upcoming Rights of Supremacy and the Great Jedi War. Look for more on the effects of these changes in later issues.

CLAN PLAGUEIS

Clan Plagueis continues to prosper and adapt to the changing needs of its members, under Consul Aabsdu and Proconsul Orzon. The new Promotion System has been implemented, with strict control of the Master/Student Program.

Another goal is to focus on the upcoming Rite of Supremacy and Great Jedi War. Consul Aabsdu says, "For the most part we are slowing down on purpose, training up and preparing our members so that we can strike when the events come about, and improve upon our performance from last year's GJW." He plans on the Clan having a stronger roster for the GJW and therefore, more participation. "As I've told my members hundreds of times, the leaders can only open the door, the members have to take the initiative to step through it."

There has also been some shuffling of members; Plagueis is pleased with the strength of our rising Journeyman and new arrivals.

CLAN SCHOLAE PALATINAE

Cocytus System - Judecca

The reign of Consul Kunar started in civil war as the Houses, Acclivis Draco and Caliburnus, dueled out a long contested battle for First House of Scholae Palatinae. Events transpired quickly, pitting the opposing sides before one another before tragedy fell upon the Clan as a whole - effectively terminating both House's war efforts. An unknown force broke through the stretched defenses of the Clan Fleet, making precision strikes against the Clan Head Quarters and Palace upon the surface of Judecca. The result was annihilation of the Clan facilities; forcing the Clan Summit to turn their attention to rebuilding the once lavish compound in its former image.

House Acclivis Draco immediately rushed to the aide of the Clan Major, pressing its vaunted and experienced members into service; helping restore the facilities, records and mystique of the Clan. Amongst the ranks helping ProConsul Phoenix Olkyssagh Palpatine stood Quaestor RevengeX Palpatine, House Envoy Ood Bnar, Priestess Impetus and Jedi Hunter Laurus. Focusing outside the construction efforts, hoping to restore the countless tomes of knowledge, a group of members began to compile the astrology and geography of the Cocytus System: Braecen Kunar and Dark Jedi Masters Nathaniel and Niemand.

House Caliburnus undertook a great quest in search of their namesake - the infamous blade 'Caliburnus' - in hopes of capturing its power to vanquish the unknown foe that had so maliciously marred their home planet. Led through a myriad of twists and turns, Thran Occasus with Rasilvenaira StormRaven at his side, found the mighty blade and captured its power and confirmed his legitimacy as Quaestor of the traditionally Sith House. Upon the House's return to the Cocytus System they were energized and prepared for a crusade...

Soon an old rival, Clan Arcona, would come into conflict with Scholae Palatinae - a rivalry renewed. The two forces would clash in a terrible war: a fulfillment of a premonition, confirming Braecen the Heartless's reign would be peppered with war and intrigue.

CLAN TALDRYAN

Like a dragon coiled in its nest Taldryan awakens following its feast on fellow clans in the Sixth Great Jedi War. Following the events of its successful title defense in GJW6 Taldryan seemed to turn inward. For a period of months the great beast seemed to sleep, as if to savor and digest its dominance. Then, as if in a twinkle of the proverbial apocalyptic eye, the Clan sprang back to life, fresh with the vigor of a great wyrm awoken.

The awakening saw the monster had grown. As it shed its skin its new dimensions were revealed. While both houses, Dinaari and Ektrosis remained strong; a new House had emerged to resume operations within the fiery furnace that is Archanis. House Archanis had emerged as a third house within Clan Taldryan.

The Clan flexed its muscles as its members vied for supremacy in all manner of combat and machination. As the members and thus the teams and thus the houses and thus the clan grew strong, a new challenge had been probing Taldryan's borders. That menace would soon test the new organizational chart of Taldryan, three houses strong with flexible naval and ground forces under the direct command of its able Consul Duga.

Even now the Clan attacks the home base of the interloper Admiral Lanar with a multi-pronged attack that utilizes the combined forces of all three houses. Know this - Taldryan's dominance is honed with the sorrow of its foes. Beware!

CLAN TARENTUM

The Dark Voice has not had an update for Clan Tarentum filed. It is unfortunate but such things happen with secretive clans. The only known fact is that the Clan is undergoing some minor leadership changes and putting on a House vs. House competition aimed at preparing the membership for conflict. One can only guess what exactly is going on within Tarentum.

The latest puzzle is here! The first one to send in the correct answers the quickest gets a small prize. Send answers to telonam@gmail.com

		4		3		5	7	
6	5			7	9			2
		7	1	6		4		8
1		3	6			2		
		5		2		9		3
8					3	1		
7		9		1				5
3						7	2	
	8		7	9				1

DV Sudoku (Kamikaze-level)

the numbers 1 to 9 need to be filled in

- On every vertical line, the numbers 1 to 9 need to be filled in

- In every square of 3x3 smaller squares, the numbers 1 to 9 need to be filled in.

- In the grey area's the numbers from 1 to 9 need to be filled in as well.

A copy of the Roll of the Dark Brotherhood (as of February 17, 2007) is kept for historical purposes:

[Excel Roster](#)

[HTML Roster](#)

To view past Dark Voice issues please connect to the following page:

<http://dv.darkjedibrotherhood.com/archive/>

Unfortunately there were no stories or poems submitted for inclusion in this issue of the Dark Voice. To have your story or poem published in the Dark Voice please send them to telonam@gmail.com at any time.