Adepts

Summary

An **Adept** is a high-grade practitioner of ritual magic and esoteric philosophy on the Continent of Osnines, most commonly associated with the Clewgist Faith or the specialised technical branches of the Skyssian Silent Service. Unlike Heroes, whose power is innate and biological, Adepts often rely upon a combination of specific divine bloodlines and an extensive, often lifelong, initiation into the "Mysteries". Their vocation is defined by the maintenance of complex magical wards, the crafting of sentient or enchanted items, and the attainment of mastery over a world they perceive as an illusion.

Description

Initiation and The Secret Masters

The rank of Adept is achieved through a rigid discipline of service and study. Within the Clewgist Faith, practitioners claim an unbroken chain of "Secret Masters" stretching back to pre-history. Reaching the status of a high-grade initiate requires years of dedicated study in the healing arts, cartography, and metaphysics. These individuals must often renounce the material world entirely, embracing a contemplative life to facilitate a reunion with their masters. For Skyssian agents like Eskil, being an Adept involves the precise application of Jorunn's mysteries to detect magical compulsions or to shield entire locations from scrying through the "Aegis" ritual.

Philosophical Praxis and Improvement

The core of an Adept's training is the denial of exterior reality, which they view as a "garment of illusion" created by an insane prime mover. To master this illusion, they subject themselves to intense communal scrutiny.

Adepts are the primary users of high-level ritual magic, which is distinct from the common spells of the priesthood.

- **Runes of Power:** While ordinary folk carve runes and power them with blood, Adepts use ritual magic to inscribe ancient symbols driven by a formal sacrifice to the gods. This process imbues objects with significantly more power and permanence.
- **Enchantment and Detection:** Adepts are capable of crafting specialised items, such as dowsing rods or geas detectors. These devices, like those found throughout the Troll's Head inn, react to the presence of magical bonds or specific divine energies.
- **The Aegis Ritual:** By regularly "topping up" ancient protections, Adepts ensure that critical sanctuaries remain invisible to the magical senses of adversaries like the renegade Rojden.

Relationships

People

- Mukul: A legendary Clewgist Adept whose cartographic industry and aphorisms define the sect's strategic doctrine.
- Eskil: A Skyssian hero and Adept of Jorunn who specialises in magical detection and counter-intelligence.
- Wall: An inscrutable teacher at Estreham who guides seekers toward their life objectives through Clewg's teachings.
- Alfarinn: An ancient hero who coordinates with the Adepts at the Temple of Clewg during the winter moons.

Places

- Estreham: The primary centre for the military-minded Adepts of the mainstream Clewgist chapter.
- House of Justice: The administrative heart where legal records are maintained with the meticulous precision typical of Adept oversight.

Skyss - Story Background	Characters	Skyss - Places	Pantheons of the World	Other Background

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