

TECHNOCRACY

N.W.O.™



A Sourcebook
for Mage: The Ascension™

TECHNOCRACY:

N.W.O.

We Hold the Keys to the Future



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Credits

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Laura "Psych 101" Perkinson, for her current field study of the effects of stress on hypercreative misfits.

And a friendly "Hello" to 252 magazine. Thanks, guys. We agree.



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Due to mature themes and subject matter, reader discretion is advised.

SCANNED BY
SG <:B-

Author's Dedication:

Dedicated to the memory of Phillip K. Dick, a man who had the vision to show us alternatives to reality...

And to Number 6, for obvious reasons.

TECHNOCRACY:



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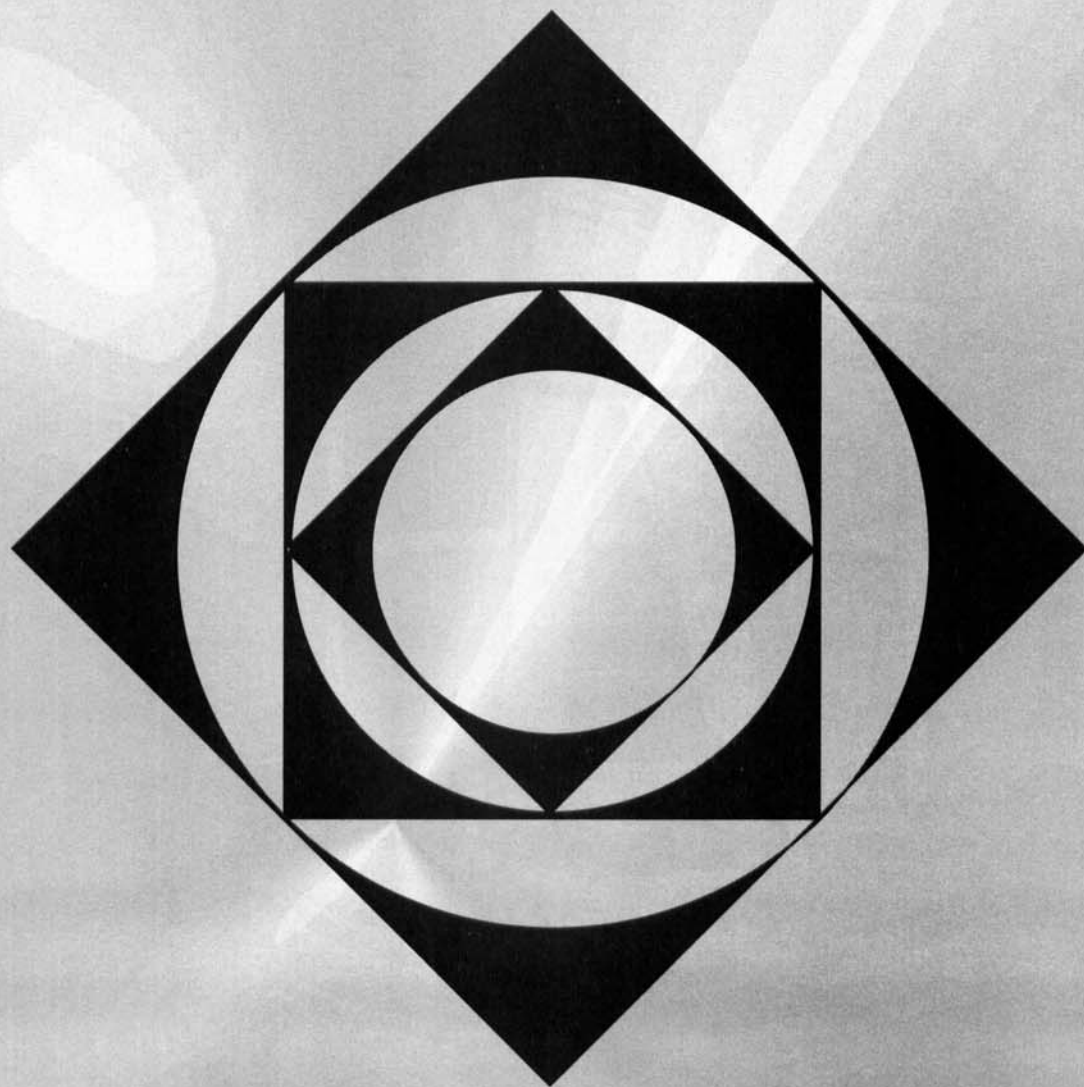
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File One: This is Only a Test

*There's a war out there, old friend, a world war,
and it's not about who's got the most bullets; it's
about who controls the information — what we see
and hear, how we work, what we think. It's all about
the information.*

— Cosmo, Sneakers





Chapter One: Inner Illuminations

Personal Correspondence



Try to work magic, not havoc.
— “Uncle Bob,” *La Femme Nikita*

To: Roland Cassault, #AT13

From: Gene, #AT422

Re: Quarantine

Okay, Roland, I'm ready.

They sealed the doors ten minutes ago.

The Gengineers gave me a good once-over and confirmed it: I'm going to have to stay in isolation for about two weeks. The raid would have gone perfectly if that *thing* hadn't bitten me.

I really didn't think the Euthanatos mage would have bodyguards. There were three of them, and they put up a hell of a fight. We're pretty sure they're lycanthropes, but apparently their genetic stock derives from rats, not wolves. The doctors stitched up the bite in my shoulder, but they want to make sure there's nothing contagious in my system. The medics were scared of something, but they won't tell me what it is. I haven't seen a human being who wasn't in a biohazard suit for about two days now. The whole thing's still giving me nightmares.

I really appreciate you taking the time to tutor me like this. I've gotten approval from Dan Smith over in Analysis. If they do decide to promote me to training, they'll be able to test me out of some of the classes.

Let me know when you're ready. I'll be waiting.

To: Gene, #AT422

From: Roland

Re: Square One

The payment schedule just came through, so I can start the lessons tomorrow.

As you may have expected, the Euthanatos was DOA. He screamed the usual stuff about reincarnation and revenge before he tore open his chest. Some of the Watchers managed to capture most of his testimony on video. It's good stuff. Apparently, they're already talking about doctoring his testimony a bit. Showing a death cultist committing suicide out of guilt makes for good propaganda material. They're having a field day.

The others are in still in custody, and our agent's being debriefed. I don't think any of them figured out who our plant was. The Euthanatos was coming under a lot of suspicion until we showed the rest of the Chantry the suicide footage. :-)

The Hermes mage is the worst one to deal with. Mr. Smith is showing his usual sense of humor in the interrogation. The wiring in the subject's cortex is altering his thought and speech patterns. He keeps trying to scream out spells, and they keep coming out in pig latin! Gee, now he doesn't have that arrogant sneer anymore...

I've got some bad news, though. Hernando didn't pull through. The anachronism he was fighting let off some kind of vulgar fire spell. The effect was shaped like an elemental, and it tortured Hernando for about two minutes as it was killing him. I've heard that fire's one of the worst ways to go. I hope that Hermes freak suffers after pulling that on one of ours.

I'll send you an address today so you can do an FTP on the history database. I'd like you to access some of Terrance Whyte's lectures on the history of the Technocracy. His stuff's a bit biased, but it's a good starting place.

The going-away party they gave me at the University was really impressive. I've still got sand in my shoes from dancing on the beach. I'm going to miss my old apartment, but the room situation's taken care of here. Some people in Admin are programming my vid-wall with some pictures of the ocean. It's not the same as working on the beach, but it's quite nice.

Hope you enjoy your stay in the Northern California Security Collective...

To: Gene, #AT422

From: Alexandra Takahashi, #AT333

Re: Hello from the Depths!

I hope this message gets to you. I sent off some e-mail and confirmed things with the ComLog people on your station. We're about two days beyond the Horizon now, and we're beaming encrypted transmissions by laser. They've allowed us some bandwidth for personal correspondence.

I heard you got chewed up a bit on your last raid. Everything okay?

My mission's got me a bit worried. I'm stuck here with an amalgam of Void Engineers. The rumors are true: the Voids are really dull. I'm sick of looking at their damned orange jumpsuits all the time. Two more weeks until we get to the Research Collective, and I'm still not sure what we're going to find.

I can't believe that you actually put in for another tour of duty on the front lines. Are you really still so naive at your age? How old are you anyway? :-)

I can't wait until I get back. It sounds like I'm going to get some leave to go visit my old home town. Of course, I won't be allowed to visit any of the people from my oldlife, but I guess that's just part of the War.

And right before I leave for home, I'm going to stop by and visit you... and pry you away from that computer screen... and teach you how to relax... <wicked grin>

Type at ya later!

Love,

Sandi

To: Sandi

From: Gene

Re: Age

Um... Sandi, about acting my age and being naive... well, age is kind of different for you than it is for me. Yes, biologically I'm 21. That's not how old I am, though. I thought you knew I'm a construct. Chronologically, I'm about three years old.

I didn't train with the naturals. Most of my training came from sleepteaching and one of the camps in the Horizon Realms. I'm not like you. I don't like spending time outside my job, and I don't know of any life other than working in the Technocracy.

Does it bother you having an "oldlife?" I can see that maybe it isn't as efficient. I was engineered for my career before I was even born. How do you join the Technocracy if you're not a genetic construct?

Recruitment

To: Roland Cassault

From: Gene

Re: Childhood's End

I was just talking with a friend of mine about her life before training. Maybe if I'm going to work with the other Methodologies more after my promotion, I should understand them a little better. My perspective of the whole thing is a little skewed. The only time I've spent among naturals has been on patrol. What was your oldlife like?

Oh, I took your advice. They've requisitioned the sleeping pills for me, so the nightmares have subsided a bit. Now if I could just get some of that Alliance Vodka...

The Ivory Tower

To: Gene

From: Roland

Re: Recruitment

No life before recruitment, huh? Spoken like a true Man in Black. Or are you taking that promotion after all? I really think Mr. Smith wants to put you on a gray mission fairly soon. You'd be a fool to turn it down.

I've had this conversation with constructs before. I don't think about my oldlife much anymore. I'm usually too busy working to worry about it. Some people have trouble forgetting, but fortunately we have reprogramming methods to take care of that sort of thing. As far as the university is concerned, I'm taking some time off from classes.



Recruitment is a little different for Operatives than it is in the Ivory Tower. Before joining the Union, I spent a lot of time in training, but I also had a life outside of it. Now that I'm involved with the war effort, I don't have time for that anymore. There are more important things.

When I was growing up, I always did well in my classes. Too well, in fact. Periodically, we would have achievement tests in class. The whole process of testing in Sleeper society allows educators to measure the progress of their students. Our Methodology assesses the information as well, and we can use the data to predict which students are particularly promising. Some of the brightest are isolated in "special programs" where we can keep tabs on them. I was processed right along with the rest of them.

By the time I got to college, I was ready to take on the curriculum required for my degree in history. It isn't terribly difficult for the Ivory Tower to plant sympathizers in a university. In fact, university systems are among the best places for the Technocracy to recruit. After all, we can falsify computer records, identification, recommendations... just about anything. The sympathizer who spotted me in UC Berkeley realized I had potential, so by the time I was ready for graduate school, he was ready to recruit me.

The tricks and techniques I learned in academia prepared me perfectly for life in the Methodology of the Ivory Tower. I can work bureaucracy to my advantage, adjust citations to fit any given thesis, research and investigate any given topic to produce a result I want, or take a room full of individuals and lead them to the same conclusions. I just happen to be better with the process than Sleepers are.

So you see, I didn't find the Technocracy. It found me. My life's highly structured to maximize my contribution to the war effort — but then again, academia's always structured my life. Academia *is* my whole life...

The Watchers

To: Gene

From: Alexandra

Re: Are you insane?

I really don't see how you can watch those entertainment files day after day. Maybe I should clue you in on which ones are propaganda. Well, actually, to some degree all of them are... :-)

My parents watched that stuff, too, just like most Sleepers. I guess you constructs wouldn't know... most Sleepers watch at least six or seven hours of television a day. It's part of their daily processing. In fact, a Sleeper will often volunteer for processing this way. We don't need "magick" to teach the Masses conformity through television; they usually do it to themselves.

Processing and Magick

The New World Order rarely uses the word "magick" to describe its activities. Magick is more than a crime — it is an obscenity. Reworking reality to fit a personal paradigm is an act of defiance against the Collective Will, as well as a means of endangering reality itself. Although some of the techniques used by Technocrats are similar to those used by Tradition mages, Technocrats describe their activities and methods differently, in order to ensure their own form of ideological correctness.

Coincidental magick is a compromise between the vulgar activities of the Traditionalists and the static reality of the Masses. Technocrats of the NWO often refer to using coincidental magick as a "process" or "procedure." A process is a set way of achieving a desired end, whether that process involves mixing a chemical formula, administering a test, interrogating a prisoner or writing propaganda. Such tasks are similar to rituals or spells used by Traditionalists; however, there is no supernatural component to a procedure. Magick is capricious, whereas procedure is precise. Magick defies reality because it is usually the act of one individual redefining reality; procedures, however, reinforce reality through repetition.

The most important process — and the most difficult one — is the act of subtly altering the opinions or even the paradigm of an individual mystick mage to conform to the party line of the Technocracy. When a mage has been Processed, with a capital "P," his paradigm no longer defies the Collective Will.

Processing reality is still risky. The more experimental or advanced a procedure gets, the more likely the chance of failure. Working on procedures far ahead of their time can be seen more as "pushing the envelope" than as "defying reality." When a procedure fails, Paradox is still Paradox. Computers crash, electrical systems surge, Sleepers become wary and communications break down. Paradox happens.

The term "Sphere" was first used by the Council of Nine as a way of coping with the philosophies of the Order of Reason. A Technocrat is said to have "influence" over, or is "influenced" by, different areas of reality. A Gray Suit interrogator, for instance, might be a master of influencing the Mind. For Traditionalists, the capacity to do this relies on an "Awakened Avatar." For Technocrats, true knowledge comes from Enlightenment. (Both share an Awakened state; the Technomancer just chooses not to believe in it.)

Because of this belief, and the subtle nature of the NWO in general, members of this Convention rarely whip off flashy vulgar Effects, even when alone. Only the most desperate circumstances warrant quick and dirty magick; most procedures take considerable amounts of time to perform. Such Effects, however, usually have coincidence on their side.

The term "vulgar" is still used to describe "dynamic" magick, usually as a colloquialism. The New World Order tends to find dynamic magick more offensive than the other Conventions do. Other Conventions tend to use "vulgar procedures" more than the New World Order. A HIT Mark, for instance, is very vulgar when he raises a chain gun out of his back and opens fire. For members of Iteration X, this is hardly considered offensive. To a Man in Black, it's extreme. Any good Black Suit knows that the threat of reprisal can be far more effective than actual mayhem. Vulgar solutions should be left to the cyborgs.

Vulgar magick used by Traditionalists is considered criminal. The act of casting vulgar magick under a Traditionalist paradigm is considered a crime against Reality. As one would expect, Mind influence allows a Technocrat to Process a criminal for his vulgar actions.

The difference between traditional magick and Technocratic procedures is more than just semantic. After all, language is a science as well, and the act of reworking language to reshape the world view of the people who use it is yet another example of Technocratic procedure...

My parents followed the usual routine: clock out at work, sit down on the couch and watch whatever the television station puts on the air. I really don't think my parents could relate to anything they didn't see on a 25-inch screen.

When your parents fall into the same boring routines every day, it's easy to become a freak. When I was young, I was amazed that watching television was "normal" and wanting to spend time reading books was "strange." Did you know that only ten percent of all adults read one book

a year? I grew up on a steady diet of science fiction instead, and I developed a particular attraction to books on the supernatural.

By the time I was in college, I realized how much people's views of reality are shaped by TV. The news defines what issues are important, the "critics" tell us which movies are worthwhile, and sitcoms show people how to live their lives. It's like the Masses are taught how to play the different roles of society: roles of gender, roles of race, roles of class and so on. All around me I saw people

buying into those ideas. The worst part is, most of that type of processing doesn't result from the Technocracy. Most people just choose to be sheep.

That's why I picked up a camera. Given a choice between controlling others and being controlled, well, the choice was obvious. I think a lot of people who pick up cameras have that basic idea: "I'm not going to be like everyone else. I'm not going to do work that's like what everyone else is doing." Any new filmmaker thinks he's going to beat the system.

Whether my weapon was a vid-cam or photography, I was trying to be "experimental," "avant garde" — that sort of thing. "Kirlian" photography was one of the media I worked with. The guy who invented it thought he could use it to capture pictures of the "auras" of the people he photographed. My films usually wound up looking like bad experimental photography. I kinda had the sinking feeling that bad photography wasn't going to make for a good career, so I drifted into journalism.

And then there was my interest in the supernatural. It got worse. I wanted to prove something to the world, to show them that something really was out there.

I found it.

My first photojournalism class was deadly boring. I turned in all my regular assignments like a good little reporter, but I was really just waiting for the right story to come along. Not far from the university, up in the hills

outside Santa Cruz, there was an area that was getting a lot of attention in the underground papers. A few people had reported "sightings" of things up there. Of course, since it wasn't in the mainstream media, people didn't believe it.

I was hunting around up there for a story when I had my first sighting. Maybe the Technocracy wanted me to see it. Who knows? Maybe it wasn't just coincidence that I had set up my Kirlian lenses in just the right way to catch that Void Engineer spacecraft making a covert landing. It doesn't matter. I found them. And they found me.

My particular talents and my instincts for finding supernatural activity made me a prime candidate for the Watchers Methodology. They revealed information to me I never would have discovered in college. My parents thought I dropped out of school to go freelance. My superiors thought I was too independent to work on the front lines and too valuable to let go. I think I made a damned fine career move.

Now I'm assigned to an amalgam of Void Engineers working beyond the Horizon. While you're busy tracking down Chantries and Processing criminals, I'm fighting on the other front. The Voids need assistance with surveillance, and our superiors in the New World Order need someone to act as a liaison between the Conventions, so here I am. For the next two weeks, we're going to be headed to a Research Collective beyond the Horizon.

I guess you and I will have a chance to talk — online, anyway.

Sandi





The Operatives

To: Roland

From: Gene

Re: Training

I was going to send this to a friend of mine off-base, but I'm not sure if it's too sensitive. Tell me what you think. I'd rather not send it by Mr. Smith.

Sandi,

There is a concept similar to "oldlife" among constructs. Before "I" became "myself," "I" was part of "we." When Operative constructs are trained, there is no "I" — only "we."

"We" were Black Suit Unit AT#4, engineered at a Research Collective called EcoR. Our birthplace was in the Horizon over the coast of West Virginia. The Gengineer on duty, a Research Director named Stephen Thundran, decided to amuse himself by giving us names. #AT421 was called "Franklin"; #AT422 was called "Gene"; #AT423 was called "Hernando." We wouldn't find out our "names" until later. #AT421 through #AT4223 were still #AT4.

Sleepteaching was the earliest part of our training. We were conditioned and processed to work as a unit. Different parts of us had different specializations. #AT422 received additional training in communication skills so that we could document the actions of our amalgam.

Basic movement was the next task — something most of the naturals take for granted. In our case, we had to learn to walk before we could crawl. Even though biologically, we were eighteen years old, chronologically, we were only a few weeks old. Machines helped us learn basic motor skills. When we fell, the machines would help us up. That's when we first learned to trust the machines.

The twenty members of our unit were then sent to a Horizon Realm for military training. Under the stress of training, some of us had an easier time than others. Those among us who were Enlightened found new ways to cope with the rigors of training. Some could influence Life to heal, some were influenced by Prime to sense some of the tricks used against us, and so on. Together, we combined our talents to survive.

It was evident, however, that not all of us were Enlightened enough to reshape reality. We have since found out that not all of us do. Some agents are Enlightened, and some are just highly educated Sleepers. We never found out which among us were the constructs and which were the naturals until the last week of training in the Realm.

The last part of our training concerned equipment. Once we found out the specialties of the different components of our unit, we were assigned equipment to assist with the enhancement of our abilities.

Military training lasted for about six months. After that came spy school. Apparently, many of the techniques of teaching espionage weren't perfected until the Second World War. By the end of the century, though, the

instruction had been perfected to a science. We have the Tower to thank for that. Everyone received the basics — shadowing, interrogation, and so on. We also divided the advanced training between us to learn faster. #AT422 learned assassination techniques.

After graduation, we were assigned to field work. Unit #AT4 spent a year on the front lines as an amalgam of Men in Black. A great deal of the work is mainly concerned with having a presence in the field. The Analysts want to have a team near any given danger spot at all times. Special operations rarely involves the same kind of work twice. We've handled just about everything from abductions to cryptozoology.

Most Men in Black don't make it though their first year or two. Many eventually learn what it is to have an identity separate from the unit. Not all of them do.

The raid last week was pretty much the high point of my career. "I" had been "I" for a while, but "I" couldn't become fully "me" until then. That's why they're talking about promoting me from a Man in Black to one of the Gray Men.

I don't know, though. I like working with the amalgam too much. I think I'd rather make the move to Unit Leader than do something like infiltration work.

...what do you think, Roland? I don't know how much we're supposed to say about our training.

Oh, BTW, I've found another FTP site in the Construct database. They've got twenty episodes of an early television show called "Dragnet." Great stuff.

Security: Who's Watching You?

From: Gene

To: Sandi

Re: Chemicals

Sandi, I'm not sure I should be talking to you about this, but I'm starting to get really worried. I keep waiting for signs of the disease to show, but I don't feel any different. No one's come in to check on me. Maybe the signs of this disease aren't going to show at all. I kind of feel like I've been put on the shelf. Maybe there's some other reason they've put me in here.

While we're on the subject, why are they promoting me? I've already said that I don't want it. I'm happy with my job as it is.

Something's not making sense. I'll be honest. I'm getting a little scared. I know, I know, I should be *thinking* instead of *feeling*, but my instincts are telling me something strange is going on.

To: Gene

From: Sandi

Re: In the Dark

I know the feeling, Gene. The briefing tapes they're showing us scare the hell out of me. We think that most of the people in that D.U. Collective are dead. Something just came out of the Great Deep and got them. No transmissions





have come out of there for a while. The surveillance cameras got one shot of a technician sitting at his desk with two-foot-long scratch marks through his chest.

And here I am, armed with just a vid-cam. Ah, well. Apparently, I'm better with that than with a pulse-laser.

Hang in there. I'll be here for you if you'll be there for me.

From: Watcher #AT776

To: Daniel Smith

Re: Loyalty, #AT422

Confirmation Code: XXXXXX

Subject #AT422, "Gene," responding to social deprivation within predicted parameters. Has begun to confide in Watcher #AT333, "Alexandra Takahashi." May pose potential security leak. Please advise.

To: Watcher #AT776

From: #AT335, Asst. to Analyst Smith

Re: Directive, #AT422 **Confirmation Code:**

Instruct "Roland Cassault" to caution #AT422 against disclosure. Reveal surveillance as keyword search — do not, repeat, do not compromise the integrity of the surveillance. Contact between #AT422 and "Cassault" must continue.

Increase concentration of gaseous structure 224-62-8819 in quarantine chamber. Gradually shift color temperature of ambient lighting to 6500 degrees Kelvin to improve morale.

To: Watcher #AT976

From: #AT336, Asst. to Analyst Smith

Re: Loyalty, #AT422

Confirmation Code: XXXXXX

Option: If contact between "Takahashi" and "Gene," #AT422 must be severed to preserve security of information, replace "Takahashi" with Operative #AT992. Falsify communications to further test loyalty of #AT422. Subject showing emotional attachment, possible willingness to jeopardize career or security to pursue "Takahashi." Advise warning against "Takahashi." Further deny opportunity to work on front lines, and decrease contact with oldlife.

To: Shroedinger Team

From: Dan Smith

Re: Gene

Confirm: XXXXXX

Counter-confirm: XXXXXX

Don't sever contact.

Disregard advice from #AT336.

To: Gene

From: Roland

Re: Suspicion

If she wants to know that much about your past, I'd say follow procedure and send her a red-clearance bio file. There's some standard material on the training of constructs. Beyond that, it's rather silly to treat your processing as oldlife.

Oh, BTW, I had a nice chat with your Order of Hermes friend. His Social Conditioning is coming along nicely. He's managed to help us pick up the druggie who was delivering packages to the Chantry.

Mr. Smith has suggested planting some new memories. The plan is to have him think that he's been confiding in a Gray Man about problems in his Chantry. More specifically, he'll come to believe a Gray Man was going to help him solve his problems with the freak Euthanatos, the one conspiring with those rat creatures. In order to make it look like the Hermes mage sold out the rest of the cabal, we'll need an infiltrator to assume a role for us.

Your name has come up. This is it, Gene — gray work. You've "made the grayed," as they say. :-) I really think you'd be foolish to turn it down.

If your morale is dropping a bit, you should read through the filedated 2-23-72, "Nepalese Chantry Raid." It's one of the classic operations John Courage pulled off before he defected. That is, the first time he defected. :-) I'll send it to you with your file on Victorian History. Pay close attention to the way the historian cites conspiracy theories regarding Queen Victoria to disprove the absolute interpretation his rival advocates.

Relative History

He accepted everything. The past was alterable. The past had never been altered. Oceania was at war with Eastasia. Oceania had always been at war with Eastasia. Jones, Aaronson and Rutherford were guilty of the crimes they were charged with. He had never seen the photograph that disproved their guilt. It had never existed; he had invented it. He remembered remembering contradictory things, but those were false memories, products of self-deception. How easy it all was!

—1984

He who controls the present controls the past, but he who controls the past controls the future.

— (Ibid.)

<enter chat mode>

Gene: ...but that article on Queen Victoria shouldn't be in the database. It's disloyal.

Roland: Disloyal? How?

Gene: It casts doubt on the party line.

Roland: The party can establish one ideology, but it can't set one standard of history.

Gene: Why not? It should fit with the rallying cry of the New World Order: "One World, One Truth, One Reality." That's what Ascension is, isn't it? Bringing all of humanity to one Reality.

Roland: Not everyone in the NWO agrees with that. We certainly debate that point pretty fiercely in the Collegium of History. There are different ways to look at history. You can try to represent it in absolute terms, partly by accrediting events to specific people or places; you can indulge in conspiracy theories to speculate about what really happened, or you can see it all as relative.



Gene: But which one is right?

Roland: Well, since you're preparing for an exam, it depends on who your teacher is, actually. "Truth" is what helps you pass the exam. It's what the instructor says is correct. More precisely, we use the examples of the past to justify the actions of the present.

Gene: That's absurd.

Roland: That's the Ivory Tower. :-) I'll give you an example. How did the New World Order begin?

Gene: Well, the article you sent me begins by attributing it to Queen Victoria, citing the writings of Terrance Whyte, but later in the article, Professor Richardson traces the New World Order to a group of knights in the twelfth century.

Roland: Right. My point exactly. The absolute version is to look at the person "in charge" of a movement and say, "There. Right there. She did it." Some of the really die-hard Servants of the Tower will say, "Obviously, Queen Victoria must have been Enlightened. No Sleeper could have been responsible." That's the sloppy version of history.

Gene: Okay, so if the instructor wants a definite name and place, the answer is "Queen Victoria was the first to implement a true World Order. By sending British ideals of nobility and honor throughout the world, she led the country of England to a position of world supremacy, enforcing the belief that the world should consist of one Empire."

~~~~~

**From the Notes of Terrance Whyte  
Collegium of History**

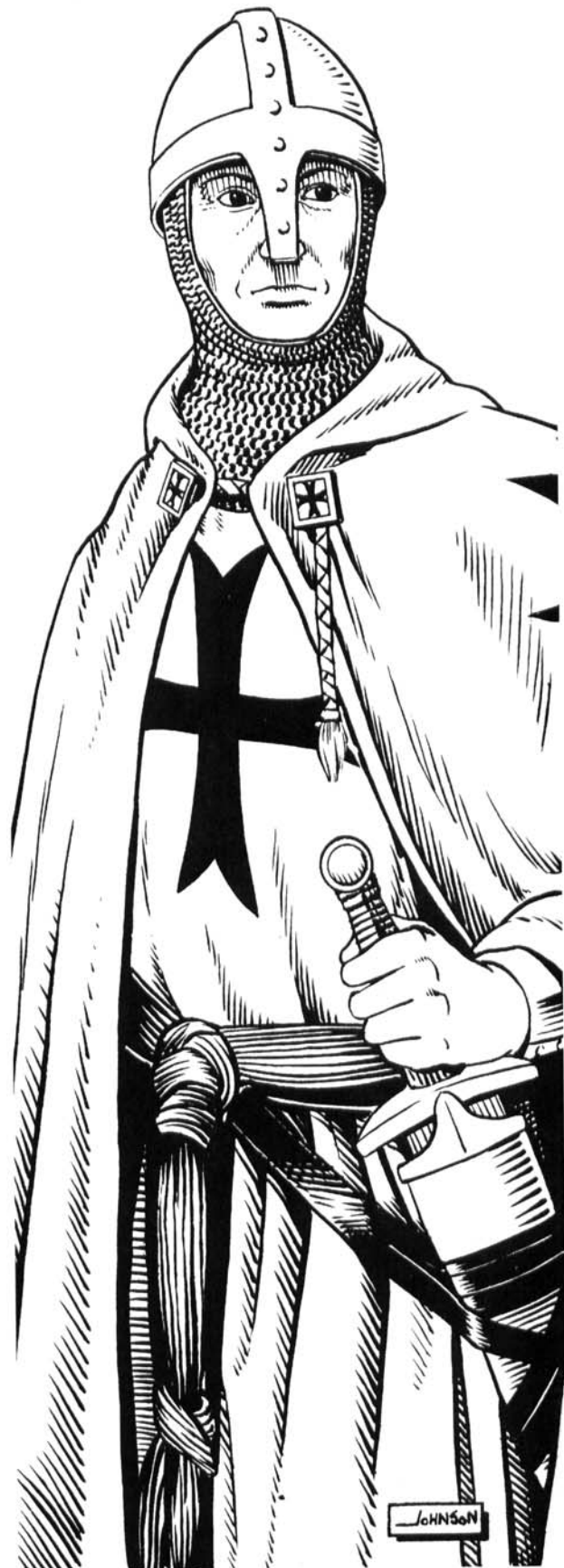
**Re: The Origin of the New World Order**

*The New World Order did not exist prior to the nineteenth century. The Order of Reason was not the New World Order, for the Order of Reason consisted of philosophical and political movements rather than spiritual ones. Our Order came out of the Queen's "Grand Housecleaning," the reorganization of the Technocracy in the 1890s, as a result of the efforts of dedicated men such as Inspector Rathbone. The attempts of charlatans such as Professor Richardson who try to establish a quasi-religious lineage for our Order leading back to the Mythic Age are a menace. Such pernicious deviants indulge in spiritualist fantasies that are no better than the anachronistic lies we are trying to eradicate.*

~~~~~

Roland: Right. But you can also ask the question, "How did Queen Victoria get there?"

Gene: According to Professor Richardson, her position on the throne was the result of a centuries-old conspiracy beginning in the twelfth century. A group of twelve knights — called the Knights Templar — decided that they would make the roads to the Holy Lands safe. They protected travelers, but covertly. They saw the threat to the pilgrims as both physical and spiritual, and knew about the existence of hidden forces. At least, that's what Professor Richardson says.



Roland: What do you think?

Gene: I think I'm glad I'm a Man in Black and not a Collegium professor...

vvvvvvvv

From the Notes of Terrance Whyte

Collegium of History

Re: The Cabal of Pure Thought

One of the greatest struggles of the Mythic Age involved two secret societies who sought to guide the events of the thirteenth century. As the covenants began to fall, two world views collided. The Cabal of Pure Thought, one of the great powers secretly behind the Inquisition, sought to promote "faith" as the salvation of the world. They saw in the Church a way to unite the Masses and replace the misguided superstitions of the magi. Opposing them was the Order of Reason, a society seeking to unite several factions of the time, including the Knights Templar (who belonged to the Cabal of Pure Thought) and the Craftsmasons (who later united various Technocratic factions from across the world at the Convention of the White Tower in 1325, "officially" founding our Union).

Oddly enough, some noted conspiracy theorists within the Tower continue to argue that some of these societies still exist in their original form. Despite a lack of evidence, they argue that groups such as the Templars and Inquisition continue to fight to this day. Although many of the ideals of the Templars were integrated into the Order of Reason, the knights were destroyed in the early fourteenth century.

There are conflicts today that resemble earlier ones — such as hostility between the Celestial Chorus and the Men in Black — but the idea that the Templars or Inquisition could have persisted to this day is ludicrous in the extreme...

vvvvvvvv

Just as Iteration X has found a spiritual center in the lessons of Autochthonia, so are a growing number of warriors of the New World Order learning the ideals of the True Knights. The Enlightenment we seek is of a spiritual nature. We advocate nothing less than the perfection of all mankind. Many religious groups of the last millennia have sensed the echoes of our true goal. The seeking of the Cosmic Christ, the attainment of Agartha, the goal of becoming More than Human... all are but faint imitations of our ultimate pursuit: the attainment of Enlightenment for all mankind.

The Order of the Rosy Cross, the Prieure de Scion, the Bavarian Illuminati, the Knights Templar — let us recognize these societies for what they truly are. They are sympathetic to our ideals. Just as they are united throughout history by a single unbroken chain of events, so do they advocate the bringing of Light to the World. The single, brilliant light is the Light of Reason, the triumph of the mind. Is this not the true meaning of Ascension? Our true purpose is this: to bring Enlightenment to all mankind. When the war has been won, all of mankind will Ascend.

— Donald Richardson

vvvvvvvv

From the Notes of Terrance Whyte

Collegium of History

Re: Ascension and the Supernatural

One can be said to be Enlightened when one realizes the ways in which the Collective Will can change the course of history. Beyond that, there is no supernatural belief within the New World Order. Nor do we strive to bring Enlightenment to the Masses. Only the Enlightened can protect the Masses. Only the best and brightest can lead. The rest enjoy the benefits of our struggle to provide for the betterment of All. To suggest that we must bring our knowledge to all is subversion; to entertain the delusions of such deviants in our midst is societal suicide.

— Terrance Whyte

vvvvvvvv

Roland: Under the conspiratorial version of history that Richardson advances, how did the Templars help form the Order of Reason?

Gene: Their knowledge of the supernatural was kept secret so that the Masses wouldn't panic. Richardson believes that those twelve knights, in turn, recruited their successors, and their circle of influence spread until they finally controlled many of the crowned heads of Europe. Professor Richardson tries to establish a connection between the Templars and the rulers of the nineteenth century, but he really seems to be speculating. There are gaps in his reasoning.

vvvvvvvv

In the centuries that followed, the Merovingians — aided, protected, or perhaps even directed by the Prieure de Scion — made repeated attempts to regain their heritage... One was the creation of a psychological atmosphere, a clandestine tradition intended to erode the spiritual hegemony of Rome — a tradition that found expression in Hermetic and esoteric thought, in the Rosicrucian manifestoes and similar writings, in certain rites of Freemasonry... A second program entailed political machination, intrigue, and, if feasible, an overt seizure of power...

...A contingent of Templars had allegedly fought on Robert Bruce's side at the Battle of Bannockburn. Because the papal bull dissolving the Templars was never promulgated in Scotland, the order was never officially suppressed there. And we ourselves had located what seemed to be a Templar graveyard in Argyllshire. The earliest of the stones in the graveyard dated from the thirteenth century, the later ones from the eighteenth... The later stones combined these symbols with specifically Masonic motifs, attesting thereby to some sort of fusion. It was thus not impossible... that the order did indeed perpetuate itself... gradually secularizing itself and becoming associated with both Masonic guilds and the prevailing clan system.

— Michael Baigent, Holy Blood, Holy Grail

vvvvvvvv

Roland: The conspiratorial view of history is based on the idea that you can never really know everything. Well, at least not until you have surveillance on everyone. :-)

Terrance Whyte's opinions show the first view of history. There's one party line — don't stray from it. Whyte is taken as the "official" view of history. Then there are mavericks like Richardson who use the "conspiratorial" view of history. They can't prove everything they say, but they know enough about conspiracy to still be useful.

Gene: So in other words, even we don't know where we really started?

Roland: That would be telling. :-) The third way to answer the question "Where did the New World Order begin?" is to argue that history is relative. That's my opinion. Consider which point of view you should use to answer the question. For instance, suppose I answered the question with a question: "What does the New World Order do?" From your point of view, of course...

Gene: The purpose of the New World Order is to seek out the supernatural world and contain or destroy it.

Roland: Okay, the Man in Black response. Can you give me a documented case of someone doing that in history?

Gene: Well, Richardson doesn't really *prove* that the Templars knew about actual hidden forces. There's no specific mention of societies of vampires or types of werewolves. But we all learn early on about Detectives St. Crispin and Inspector Rathbone working with Scotland Yard. St. Crispin and a group of detectives found a neighborhood in Whitechapel that was under attack from unseen forces. They used the information in the files of Scotland Yard to find the two families who were raising the spirits that attacked the neighborhood. They also used vulgar procedures to destroy them. Off-hand, that's the first historical event I can think of to describe the beginnings of the Men in Black.

Roland: Or, if you defined the purpose of the Men in Black as soldiers in the Ascension War?

Gene: Oh, yeah. I'd cite their involvement in the destruction of Mistridge in the early thirteenth century.

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**From the Notes of Terrance Whyte**

**Collegium of History**

**Re: The Order of Reason**

On March 25, 1325, some time after the destruction of Mistridge, the first Symposium was conducted in a white tower in southern France. The tower itself has long since been destroyed, but the plans made at the Convention of the White Tower were to last for over half a millennium. With the assistance of Enlightened warriors and mages, the conspirators of the Order of Reason began their plans for the salvation of mankind.

There is, however, no evidence that the original members of the Order of Reason performed "magick." We can only prove that they were masters of politics and diplomacy. Later, their secret society worked with such noted Enlightened as the Parminideans,

Gutenberg, Copernicus, Da Vinci, Newton, Weisshaupt, Jefferson and Franklin — yet the Inner Circle of the Order remained untainted by any pseudo-religious ceremonies...

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Roland: Exactly. Or let's say you were arguing the viewpoint of the Methodology of the Watchers.

Gene: The origins of the New World Order would be in the beginnings of technological communications. I'd cite the invention of the telegraph or the telephone.

Roland: ...and some smart-ass Virtual Adept would try to take credit for it. The sloppy version of history would involve saying "Alexander Graham Bell invented the telephone. Perhaps he was an unAwakened Son of Ether or Virtual Adept." It is really very hard — as well as somewhat ludicrous — to prove that historical figures were Awakened Traditionalists or Enlightened Technomancers.

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Richardson is a pompous fool, a pseudo-historian who concerns himself more with the rambling arabesques of his own delusions than with any actual revelations of truth.

—Terrance Whyte, Ivory Tower

*Shall I define the word 'dictatorial' for you? The Nazis were but errant children compared to madmen like Terrance Whyte. Merely summon an image of his visage and you will understand the face of oppression: a tyrannical fool who cries for 'documentation!' whenever anyone contradicts his sacred dogma. His purpose is clear. The Ascension War is not a conflict between Traditionalists and Technomancers. It is, to Whyte, a vehicle for the triumph of his ego and of his version of history over all others.*

—Prof. Donald Richardson, Ivory Tower

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Roland: Relative history can also be a way to advance a particular philosophy or set of beliefs. Whenever you defy the opinions of the mainstream, however, you run the risk of censure...

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**From the Notes of Prof. Yukio Ishida**

**Collegium of History**

**Re: The Legalist Empire**

...at this point, I would like to address another disturbing trend within the Collegium of History, the attempt to marginalize the contributions of non-European cultures to the structure of the Technocracy. For instance, the current proliferation of 'Order of Reason' articles within current journals denies an early origin of our Union. The fanciful tales about the Technocracy's medieval European origins distract us from the true birthplace of our Union. Long before the fantasies of the Knights Templar and the conspiracies of the Order of Reason, the Mythic Age of China evolved a distinct technological paradigm of its own...

By the fifth century, while the Roman Empire was descending into decadence and disrepair, China had formed the most advanced civilization in the world. This was largely due to the development of a government based on an extensive



bureaucracy. The Legalists, as they were called, put the affairs of the state in order by dividing responsibilities among hundreds of bureaucrats. Although these servants technically advised the Emperor, they had the authority to monitor political matters on their own.

The system of promotion within the Legalist bureaucracy depended on a rigorous series of examinations. Most of these dealt with matters of history and philosophy, such as the teachings of Confucius.

Today, we still follow this example. Within the Convention of Iteration X, for instance, Ciphers learn the principles of Technocracy by studying Confucius and Lao Tzu...

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Professor Ishida? She shouldn't be considered a Servant of the Ivory Tower at all! She's more a collaborator with her Statistician cronies in Iteration X than a true Servant of the Collegiums!

—Prof. Donald Richardson

Don't quote me on this, but the Collegium of History is the most useless component of the Ivory Tower. These policies of 'academic freedom' and 'philosophical discourse' are really a way to shelter traitors. Deviants like Ishida waste our time with lies to distract us from the important task at hand: the War on Reality Deviance.

—#AT335, Assistant to Daniel Smith

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## Magick, Paradigm & the Technocracy

I like the pretty lies.

—Myria, The Crow

Roland: Let's muddy the waters a little further. How would you define "invention?"

Gene: I guess someone puts a machine together, turns it on, and watches it work. There's a procedure and a result.

Roland: Where does the idea come from?

Gene: From the person who puts it together.

Roland: Really? I'd say no. Consider this: most advances in technology can't be achieved until the idea is a possibility. Reality is limited by what's possible and impossible.

Gene: Oh, great. Metaphysics. What do think I am, a mage?

Roland: You're training for a promotion. You'll want to show off. Consider: reality has certain limits. Those limits are the parameters of what is possible and impossible. When someone uses magick to attempt the impossible and succeeds, he distorts reality. The limits of the consensual reality paradigm weaken. When a Technomancer uses an apparatus in a way that has never been attempted before, reality shifts. In a way, that is the invention, not the device. Alexander Graham Bell wouldn't have been able to invent the telephone if a Technomancer hadn't made it work first. Same thing with television.

Gene: So television was invented by the Technocracy?

Roland: Yes and no. Technomancers made it possible; a Sleeper put the parts together and introduced it to the Masses. Sometimes we'll work to make sure the invention isn't ready until the time is right. Sometimes the invention is released accidentally and has to be suppressed. Usually, the idea isn't available to the Masses until it's approved by the Ivory Tower.

Gene: So reality depends on your point of view, and our point of view fits within the party line of the Technocracy.

Roland: Yes. For a Traditionalist, magick depends on a personal paradigm. That act of deviance works against the wishes of the Collective Will of the Technocracy and humanity. For a Technomancer, approved procedures depend on your Methodology.

Gene: Just like interpreting history. In the Ivory Tower, events depend on the interpreter.

Roland: Or events depend on the person who predicts them. Remember, some of the Enlightened have influence over Time. That's another factor. Suppose a Technomancer—a Statistician of Iteration X or a futurist in the Ivory Tower—uses his influence over Time to predict whether a particular device will be invented. The predictor estimates the year that the device will be unveiled. At that time, a Technomancer visualizes the effect of the invention and makes the procedure work for the first time. Later, a Sleeper makes it work the same way... by "accident."

Gene: So history is predetermined?

Roland: Professor Richardson, in his own inimitable way, has theorized the idea of a Templar "Grand Plan" from the thirteenth century. Suppose that's true. Suppose the Templars predicted that they would control the world by the end of the millennium?

Gene: I see what you mean.

## Goal: What is "Ascension?"

*Look around this world we've made;*

*Equality, our stock in trade*

*Come and join the Brotherhood of Man*

*O, what a nice contented world...*

—Rush, "2112 — The Temples of Syrinx"

Gene: But eventually, the Ivory Tower will come to consensus. Regardless of personal squabbles in the Collegiums and Symposiums, we still have one party line: "One World, One Truth, One Reality." Amalgams of Men in Black are taught that the only version of Reality is the Technocracy's vision of Reality. If enough people believe that one interpretation, then that is an objective statement of reality.

Roland: Even if that's an interpretation of history? That sounds too much like trying to change the past. One of the absolutes of influencing time—even among Tradition mages—is that you can't influence the past.

**Gene:** Really? Maybe that's the difference between your Methodology and mine. I'm not in the Ivory Tower. I'm an Operative. We see things a little differently. If all the evidence I've gathered from espionage and all the footage I've compiled by surveillance reveals that subject A betrayed and killed subject B, and there's no evidence to the contrary, then that's the truth.

**Roland:** That's absurd.

**Gene:** That's the Men in Black. :-) If all the evidence points to one interpretation of events, and the Collective Will defines reality, then that interpretation is the truth. The only reason we let those Virtual Adept bastards go as far as they did before they defected was that we essentially agreed with them that reality was composed of information. Tactical error on our part, I guess. We won't make it again.

**Roland:** Well, my philosophy of history is different. Reality is subjective; any statement of history is relative.

**Gene:** I thought we were supposed to be discussing history, not philosophy. Besides, Ascension is the achievement of one Reality. The winners write history, right? That means what is really at stake is deciding who writes all of history.

**Roland:** See, to me, Ascension is more than just "winning." One vision of reality, one standard of reality, will triumph over all others. It's not enough that all reality will become static and unalterable. We have to make sure the right set of ideas win out.

Then again, that's my belief: that history is relative, and that you use it to support a specific thesis or course of action. The end result is Ascension. Terrance Whyte would argue that Ascension is the attainment of a static reality, one where the Technocracy could not be deposed by the introduction of another paradigm. Donald Richardson would see Ascension as a spiritual process, one culminating in all of humanity having the same beliefs and the same attainment of Enlightenment. Which would you favor?

**Gene:** Are you trying to test my knowledge of history or my loyalty?

**Roland:** :-) Same thing.

vvvvvvvv

## Gender Roles and the NWO

*Men of Sense in all Ages abhor those customs which treat us only as the vassals of your Sex.*

— Abigail Adams, to her husband John

**From the Notes of Terrance Whyte**

**Collegium of History**

**Re: Gender in the New World Order**

*Within the communiqués we've intercepted from the Tradition mages, we've seen a fair amount of debate over the names of their so-called "Traditions." One such debate involves the names "Sons of Ether" and "Akashic Brotherhood."*

Fortunately, within the Collegiums of our Union, debate over the name "Men in Black" has been quite limited. The practice of assigning tasks to genetic constructs based on their gender has continued to work admirably. Admittedly, some amalgams have been quite successful after integrating the controversial female Black Suits. However, as Professor Ishida has recently noted, 94% of Men in Black constructs are male.

This can be attributed chiefly to the high percentage of male constructs in Black Suit amalgams. Only 4% of MiB constructs are female. The efficacy of asexual constructs still remains to be seen.

This is in sharp contrast to the ratio of male to female constructs in other Methodologies. There is an even ratio of male to female naturals working as Servants of the Ivory Tower. Among constructs, however, the ratio is different. Ishida cites the high number of female constructs performing menial work in the Ivory Tower...

**From the Notes of Yukio Ishida**

**Collegium of History**

**Re: Gender in the New World Order**

...clearly Professor Whyte has a rather distorted view of the role of gender in history. Perhaps he prefers to entertain the idea of genetically-engineered secretaries and typists to serve him. But how long can we continue to tolerate the idea of our Union being primarily a patriarchal institution?

In actuality, the high percentage of female constructs in the Ivory Tower can be attributed to other reasons. Historically, the role of women has been to "run the house." This includes administrative duties as well. The practice of shutting women out of the labor pool (chiefly as a means of encouraging "ladylike" behavior) is a fairly recent trait of an aristocratic minority...

**From the Notes of Terrance Whyte**

**Collegium of History**

**Re: Gender in the New World Order**

...and history has shown us that civilization succeeds best when roles of gender are clearly defined. (The recent article "Queen Victoria and the New World Order" in Administrative Journal #32 actually works to demonstrate this point.)

Ishida's theories about introducing more male constructs into secretarial amalgams are still available in that issue as well. No doubt her innovative ideas will continue to increase the production of our Union. Now that she has been reassigned to compile sociological statistics in MECHA, we anxiously await the results of her latest study...

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**To: Daniel Smith**

**From: AT#944**

**Re: Directive, #AT422**

Subject needs motivation for accepting promotion. Please advise.

**To: Shroedinger Team**

**From: Daniel Smith**

**Re: Operation Shroedinger**



Subject appears to have personal attachment to Takahashi. Encourage further contact. Establish danger to Takahashi. #AT422 almost ready for operation. Encourage contact with Takahashi. Mission following standard procedure.

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To: Sandi

From: Gene

The exams are going extremely well. The most challenging part seems to be guessing which party line to take. Of course, there's really only one party line :-), but if I wind up getting a reviewer like Ishida, I'd be in deep trouble. I've been hearing strange rumors about Ishida. (Then again, I think some of the people in the Collegium of History have been intentionally starting rumors about Ishida...)

I've got some bad news. The contamination is starting to show. They've assured me that the medication will take care of it, but that thing that slashed at my chest managed to get something into my bloodstream. I haven't seen another human since they sealed the doors.

If I was doing better, and if there was a way I could be there with you, I would. I've still got a few days to go...

To: Roland

From: Gene

Re: Acing my Exams

The last exam was no problem. Aced it, easy. I think the extra sleep is helping. In fact, my sleeping habits are changing a bit. Sorry about not logging on before noon.

I had a dream about someone coming into my room last night. He rubbed something cold and sticky on my temples. It turned into marmalade, and I remember rubbing it off and eating it.

The dreams are starting to make more sense. I keep dreaming about that rat thing, and about how hundreds of them are probably nearby, waiting to invade. I'd feel guilty going off to do gray work if we're facing a menace like that. They need me on the front lines, Roland. The tests will come in handy for the promotion, but I'd rather supervise an amalgam down below than do that cloak and dagger nonsense. I've started writing my formal request to Mr. Smith.

To: Dan Smith

From: Watcher #922

Re: Reprogramming Error

We've caught a discrepancy in the reprogramming of #AT422. Subject previously stated that his wounds are the result of the bites of large "rat creature." However, subject is now identifying wounds as "slashes in his chest."

To: Watcher #922

From: Dan Smith

Don't worry. We've altered his wounds for a reason...



JOHNSON

Chapter Two: Ranks and Relationships

And if it seem evil unto you to serve the Lord, choose you this day whom ye will serve; whether the gods which your fathers served that were on the other side of the flood, or the gods of the Amorites, in whose land ye dwell: but as for me and my house, we will serve the Lord.

— Joshua 24: 15



Gathering Forces

Trust me, Jack.

—Sam Lowry, Brazil

To: Gene

From: Roland

Re: Symposium

Good news. I managed to pull a few strings and get you some computer time in one of Terrance Whyte's symposiums! I have to admit, though, I sort of suggested you needed it because you were being rushed through for gray work.

Look, for all we know, those rat things are pretty rare. There are worse things out there, I'm sure, and you'd be wasting your talent sludging around in sewers. The Union needs you, Gene. Besides, if we need raw, static firepower to take care of beasts underground, we can educate sympathizers to take care of it instead of risking Enlightened personnel. That's one of the reasons we have Social Conditioning.

To: Roland

From: Gene

Re: The UnEnlightened

I'm flattered. Yes, you're right, we can use sympathizers to take care of the problem, but I don't really like leaving that much responsibility to them. If we have to use them, I'd rather be the Unit Leader directing them.

I'm curious... does your Methodology use sympathizers as well? The only command structure I'm familiar with is the one for the Men in Black. There are the troops — the constructs and sympathizers — the commanders in the field and the Intelligence Analysts who direct them. How do you use sympathizers in your Methodology?

For that matter, why do we take the risk of using them at all? Isn't it dangerous to give that knowledge to the unEnlightened?

Oh, BTW, the dream I've been having continued last night. I was following the sewer tunnel for miles and miles, trying to find where the rat creatures came from. There was some kind of elastic tunnel reaching down into the sewers, and I was running up it, running up to the moon. Weird.

Sympathizers

To: Gene

From: Roland

Re: Sympathizers

You sure you don't have any of that vodka in there? :-)

Yes, sympathizers work with all three Methodologies. Enlightened personnel are pretty hard to come by! There's quite a bit of hierarchy and bureaucracy in the NWO, but a few basic distinctions can be made. Most of the agents in the field are usually constructs and sympathizers. You've already seen that on the front lines.

In all three Methodologies, sympathizers are either educated Sleepers or Technocrats who have yet to attain Enlightenment. Many times, a sympathizer doesn't know whether he'll attain it. In Traditionalist terms, he doesn't know whether his "Avatar" will "Awaken." The Order can try to predict if and when it will happen, but there really isn't a reason to do that. In the end, it really doesn't matter.

The Black Suit work you've done is just one example of integrating sympathetic agents into the Union. It's too bad you haven't had more of a chance to see the rest of the Construct. We have all kinds here. There's no reason for everyone here to be Enlightened. It's not like in a Chantry, where some crazed Order of Hermes mage might show off by bending reality when he wants to light the candles in a room. There are a lot of tasks here that don't require Enlightened agents: handling paperwork, janitorial work, food services, and so on. Remember, the Ivory Tower does more than just take care of education. The Servants of the Ivory Tower have to take care of all the administrative and supportive tasks that the other Conventions won't touch. After all, our Convention understands more than any other how the societal part of our Union should be structured.

Media sympathizers perform support work for the Enlightened personnel. It takes a lot of people to man a surveillance station, and even Sleeper reporters are useful at gathering information. The principles of gathering information are the same as with espionage. Not every spy has to be Secret Agent John Courage. A sympathizer who can report what's happening around him — whether that's at a television station, the phone company, a film production company or next door to a possible Chantry — plays his part in the war effort. Fortunately, the Tower has a thorough enough knowledge of Social Conditioning to ensure that any given sympathizer will remain loyal.

Even in an amalgam of Men in Black, it isn't important which ones are Enlightened naturals or mindless drones, or which ones are Sleeper sympathizers or Gray Men. They all act as a unit. If the mages treat all Men in Black as inhuman drones, so much the better. It gives us an edge.

However, once an agent has attained Enlightenment, once his "Avatar" has "Awakened," his chances for promotion increase. Until then, the distinction between an

unEnlightened Technomancer and an educated Sleeper doesn't matter. Because nearly all our procedures are "coincidental," it's even possible for the agent himself to be unaware of whether he's actually reshaping reality. If other agents don't know, then he's doing his job extremely well.

I'll give you a classic example from Sleeper history. In the early 1950s, an agent named Karpov was performing an assassination outside a subway station in Bulgaria. He wanted to appear nondescript, so he carried an umbrella and newspaper with him. As his target was leaving the platform, Karpov bumped into him. At that moment, he "accidentally" dropped his newspaper as a distraction. The tip of his umbrella bumped into his target's thigh. Karpov excused himself and continued on.

A few days later, the target grew increasingly sick. His doctor could find no reason for the illness — until he took an x-ray. A small pellet had been projected into the subject's leg, and the pellet had been coated with a rather virulent poison.

By sheer bad luck, Karpov was captured a few days later. As a foreign national, he had been followed by the Bulgarian Secret Service. When they inspected his personal possessions, they found a device in his umbrella. The tip was hollow, with a coiled spring and firing mechanism rigged to the edge. The gadget was constructed to fire a pellet into a human body upon contact.

This example was cited in one of my early classes. Some analysts believe that the method of assassination was so outrageous that it could only have been a process, an Effect of "coincidental magick." Karpov sees his target, conceives of the device, and uses his technological apparatus as a focus to pass off a coincidental influence over Life. Other analysts say that the task was merely a result of ingenious gadgeteering. No "magick" was required. Some of the more conspiratorial students tended to argue that Karpov intended to get caught. Releasing to the general public the idea of this "secret agent gadget" convinces them of the importance of technology in covert operations. Which answer is true?

It doesn't matter. If the mission was performed as part of a Technocracy operation, it doesn't matter if the Operative was an educated Sleeper with a brilliant idea or an overly-imaginative Enlightened Technomancer with a penchant for umbrellas. The mission is still carried out the same way.

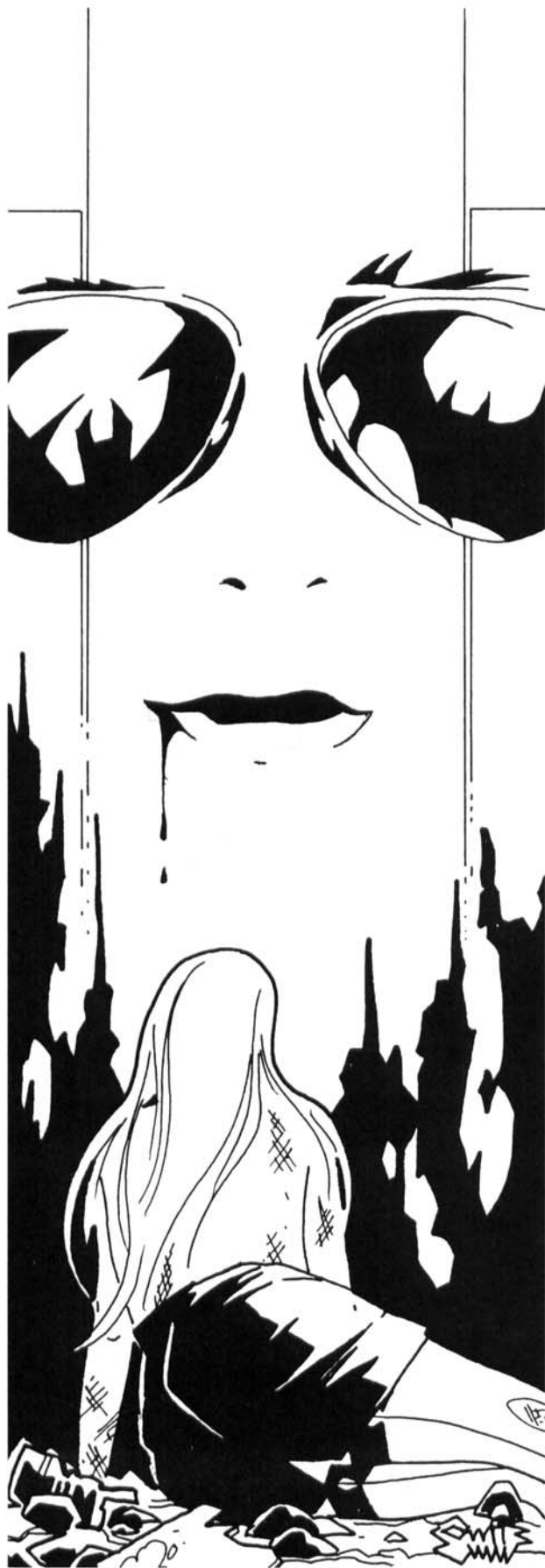
In the end, if a sympathizer can do his job, it makes no difference whether he's Enlightened or not.

To: Roland

From: Gene

Re: Minimizing Paradox

So sympathizers can be used as plants without obviously being Enlightened. Makes sense. It's kind of easy to try to sense someone's Quintessence to find out if they're Enlightened. If a Reality Deviant tries to sense the Quintessence in a sympathizer and finds nothing, he's less likely to suspect him of working for us.



I've found that the key to pulling off a successful mission is to limit the amount of vulgar procedure you use. My work usually has to appear as "coincidental" as possible. It reduces the chances of Paradox and increases the chances of success.

At least that's the way I feel. Every once in a while I hear some story about some hotshot Black Suit who thinks he's going to become the next John Courage, goes off half-cocked and guns his Spectre Limousine into battle... usually right into a Paradox Spirit. :-)

The exams are wrapping up. I seem to have misplaced the file on Methodologies, though. Could you send me another copy?

Methodologies



Priests work in a rigorously structured hierarchy fixed in a firm set of traditions... Shamans, on the other hand, are arrant individuals... Hence, a shaman is always a threat to the control of the organized church...

...The struggle between shaman and priest may well be a death struggle.

— Robert Pirsig, *Lila*

Instructional Material #6612

Directive 77214

Prepared: Roland Cassault, Ivory Tower

The New World Order is composed of three Methodologies. Rather than applying generic terms to the ranks of all New World agents, each Methodology has its own hierarchy. Understanding the levels of these organizations requires an understanding of the three theatres in the War for Ascension. Each is vitally important to our triumph over the enemies of Reality. As the administrative branch of the Technocracy, the New World Order oversees the crusade on all fronts. The war effort is divided into three theatres: the Front Lines, the Horizon and Beyond the Horizon.

The Front Lines

On the front lines, battles are fought in the world of Sleepers. These operations must be extremely subtle. Our highest priority is the conversion of hearts and minds, the strengthening of the consensual reality paradigm of the Technocracy. The structure of Reality is the manifestation of our Collective Will. Our enemy works to undermine the consensus we have built with the assistance of the Masses. Our enemy does not limit himself by working within the safe procedures of the Technocracy. Instead, he threatens the safety of the Masses by performing vulgar Effects in their midst, increasing the chance of causing a Paradox among Sleepers. Our enemies' conflicting plans for the world are nothing more than a design for unleashing chaos and endangering humanity for the sake of their myriad deviant visions.

Although we offer mages the chance to undergo Social Conditioning to enjoy the protection of the New World Order, the outcasts have demonstrated their disregard for the Safety and Security we maintain. Make no mistake, however — when subtlety has no effect on these criminals, we have no choice but to eradicate them with overwhelming force to protect the innocent.

The Horizon

At the edge of Earth's atmosphere, outside of "real" space, Horizon Realms and Horizon Constructs act as bases of operations for our Union. Constructs stationed in geosynchronous orbits survey the Masses, ensuring their protection and Safety. Usually, one Convention will be dominant at a Horizon Construct, but at any Construct, there must be coordination among all Conventions. We oversee this administration. Horizon Realms are also accessible outside the terrestrial sphere. Many of these are used for missions of security, including the training of troops and the incarceration of Tradition mages and other perpetrators of crimes against Reality.

The Horizon Realms also contain experimental societies, cities that allow for the perfection of social engineering. We must decide the face of the future, for we are the builders of utopias. Just as a model of a physical structure is tested for weakness, we fine-tune our plans with living models. What we learn from these societal organisms will help us breed our bold new world.

Finally, it should be noted that outposts on the Horizon are part of the defense of the Earth. Along the Gauntlet (the reality barrier we have erected with the assistance of humanity to block out the menace of the supernatural world), secure outposts stand vigilant watch against extraterrestrial threats. Only we have the strength to defend our world.

Beyond the Horizon

Far beyond the limits of the terrestrial sphere, hidden in the altered space *outside* the depths of the Great Deep, Technocracy bases operate in the Deep Universe. The limits of earthly reality do not inhibit these visionaries. While Horizon Realms, such as the Horizon Research Collectives, allow for limited adjustments of reality, Deep Universal Collectives permit radical shifts, thus enabling our highly advanced research, the maximum security of Our Leaders and the Inner Circle, and the protection of allied alien life forms. While the Masses sleep, we must prepare the universe itself for humanity's Awakening into Collective Enlightenment.

Within a Deep Universal Collective, reality is often determined by the consensus of the individuals contained within it. For this reason, loyalty and ideological purity are critical. Consensus within a Collective, as with any Reality Environment, ensures the safety of all.

The Universe is Ours

On all fronts, we strive to attain Safety and Security for the good of all. Though members of each Methodology may view the war differently, the Provost of our Collegium, along with the latest directives from Alpha Outpost, call for a renewed effort to direct ourselves to our ultimate goal: One World, One Truth, One Reality. All three Methodologies of the New World Order — the Operatives, the Servants of the Ivory Tower, and the agents of the Watchers — must work toward this common goal.

The Operatives

Thus, we do disagreeable things, but we are defensive. That, I think, is still fair. We do disagreeable things so that ordinary people here and elsewhere can sleep safely in their beds at night. Is that too romantic? Of course, we occasionally do very wicked things.

— John LeCarre, *The Spy Who Came in from the Cold*

The first Methodology, the Operatives, deals primarily with espionage. The secret agent works to gather information in the field and to ensure Security within our ranks. He is the eyes and ears of our Union.

The shock troops of our Convention are the Men in Black. Most mages think of the Black Suits when they hear the words "New World Order," and many acolytes and apprentices think of them as mindless, soulless constructs who lack independent will. This illusion works to our advantage. "Black Suit" work is the starting assignment for most operatives. Not all Men in Black are constructs, nor are all of them conversant in Technocratic procedures.

These units' most common activity is the capture or elimination of Reality Deviants, such as Traditionalist mages, Marauders, cryptozoological specimens, supernatural entities and demonic manifestations. Although the psychological mandates of the Masses have psychic mechanisms to actively ignore some types of Reality Criminals, the Men in Black must police the front lines to ensure the Safety and Security of humanity. Fortunately, Men in Black can operate with some degree of impunity in the field because they are often mistaken for government authorities. Most Sleepers either trust or fear their government. Those who trust do not question; those who fear dare not question.

The constructs and sympathizers working as Men in Black actually run interference for more experienced agents. Although the majority of Black Suits are male, their superiors, the Gray Suits, have a more even balance of genders. The Gray Suits are the assassins, impersonators, thieves and saboteurs. While some work in the shadows, others work openly, assuming an alternate identity and working in the midst of the Traditions.

The most common task of the Gray Men is infiltration. Cabals often come to think of units of Black Suits and cyborgs as their most immediate threat. Actually, the greatest threat to their cabal is often living in their midst. Because of the nature of the Pogrom, most Tradition mages have to bestow



a certain degree of trust to each other. There usually isn't time for them to interrogate any renegade mage they encounter. This makes the task of infiltration easier.

While Black Suits and Gray Suits work on the front lines, Intelligence Analysts organize them and interpret the data they gather. Their bases are often in Horizon Constructs. These agents also act as intermediaries between Unit Leaders in the field and administration. Coordinating field work also means teaming agents of the New World Order with agents of other Conventions. This is also part of the administrative responsibilities of the Operatives.

The masters among the Operatives are the Men in White, agents who are responsible for monitoring the loyalty of individuals. "Men in White" is of course a colloquial term; such agents are as often female as male. Men in White have great latitude in their inquiries; anyone ranking below a White Suit can be interrogated by her, regardless of Convention. Among their other responsibilities are overall Security for Horizon Constructs, ideological conformity within Horizon Realms, and regional reports to the highest ranks of the Technocracy.

The Ivory Tower

We don't need no education

We don't need no thought control

—Pink Floyd, "Another Brick in the Wall, Part 2"

The second Methodology, the Ivory Tower, oversees education and administration. The armies of sympathizers, educators, academics, teachers, psychologists, computer programmers, Reality Programmers, bureaucrats, administrators, instructors and indoctrinators ensure that this is the most diverse of the Methodologies. At the highest levels of this Methodology, the masters of the Tower act as mediators in inter-Convention politics, organize Symposia and report to the Inner Circle. The Ivory Tower can be divided into five areas of influence: recruitment, education, computer security, psychology and bureaucracy.

On the front lines, legions of sympathizers work within universities and other educational systems to gently guide the Masses towards correct indoctrination. Many sympathizers work as recruiters. Universities are one of the best areas for recruitment. Disaffected youth, Enlightened drop-outs, gifted students and Orphaned mages also make for excellent sympathizers.

Education involves the transfer of ideas and the colonization of minds. On the Horizon, instructors and academics oversee the indoctrination of Technomancers of all Conventions. Educators within the Ivory Tower have many tools at their disposal for processing students, including sleepteaching, subliminal broadcasting and virtual reality systems. One important application of these tools is the education of field specialists, who often work with amalgams on the front lines. The education branch of the Tower also includes the Collegiums, sanctuaries of academia where luminaries are free to debate the philosophies of our Union.

Computer security is the third area of influence. Since our Convention handles information storage for all the Conventions, access to information is critical. The most difficult responsibility is preventing "hacking" and attacks from Virtual Adepts. Fortunately, many of the brightest security specialists are former Adepts who have undergone Social Conversion. The New World Order also works in collaboration with the Cybernauts of the Void Engineers. Servants are usually more proficient within the computer systems of Sleepers; Cybernauts are usually more proficient with the Digital Web.

Psychologists are invaluable in the War against Reality Deviance. The wealth of information they can access allows them to process psychological profiles of Sleepers and mages, as exemplified by the Citation Procedure. Their abilities to process the mind and access technological devices enable them to assist with such tasks as Social Conditioning — the process of altering the belief system of an individual — and mindscaping — the process of altering an individual's perceptions of reality. Psychologists proficient with Social Conditioning and mindscaping are sometimes known as Reality Programmers and often work with Intelligence Analysts of the Operative Methodology.

Bureaucracy and administration are the largest sections of the Tower. Admittedly, some jaded members of other Conventions will claim that these are tasks that none of the other Conventions want to oversee; however, handling these duties helps us to maintain our position of leadership

within the Technocracy. After all, as some of the bureaucrats of the Tower are overly fond of reminding us, information is indeed power. The highest levels of administration use that power to maintain harmony among the Conventions.

All Servants of the Ivory Tower are adept at processing information, regardless of whether their procedures are based on education, psychology, Reality Programming, computer programming or politics. As a concerted front against the deceptions and dangers of Traditionalist thinking, the Servants are united by their slogan: "Our Knowledge is Our Strength."

The Watchers

Approaching northern perimeter. Contact imminent. Contact imminent. Orange alert. Orange alert.

—#36, The Prisoner

This is Emerson Carter, Network XXIII, coming to you live and direct!

—Max Headroom

Procedures in the third Methodology, the Watchers, are based on surveillance, media and communications. Their primary tasks include monitoring for crimes against Reality, manufacturing the consent of the Masses, and working with amalgams to locate and neutralize random elements in Reality.

Sympathizers to the Watchers work within mundane television and radio stations, as well as within telephone companies and other communications organizations. Most



have limited knowledge of our Union, and some only partially realize the role they play in the war effort. Other sympathizers assist in the production of media. The process of manufacturing media — making a film, manipulating an image, producing a television program, “electronic news gathering,” or addressing an audience over the radio — is a process of transferring a message. As Marshal McLuhan has said, “The medium is the message,” and as such, the language of a technological medium can easily become a process for a Technocratic message. Sympathizers assist with the menial tasks of production, freeing the Enlightened to carry out their duties. Dutiful sympathizers are promoted to positions where they, too, can help create Our Reality.

Field agents of this Methodology are usually Field Observers, Reporters or Lensmen. Field Reporters are often assigned to amalgams in which a Man in Black or Gray Man is not needed, ensuring that the proper documentation of their mission is preserved. Reporters can also work with amalgams to gather incriminating evidence, seek out the supernatural, and document or even counteract Reality Deviance. Lensmen coordinate surveillance in the field, including the installation of permanent posts. Many of these technicians work well with units of Men in Black and the field patrols of Iteration X.

Horizon Constructs usually contain outposts for surveillance over wider areas. Working in conjunction with satellite systems, ground-based security systems, radar and manar tracking stations, and computer systems, Watchers can direct field operations and gather evidence. Numerous devices exist for tracking Sleepers as well, such as credit cards, cash point systems, marked currency, computer monitors in automobiles and automatic teller cards. Anything a Sleeper carries with a distinct magnetic encryption or unique encoded message “marks” him for tracking.

On the Horizon, Watchers provide Intelligence Analysts and White Suits with information on disloyal citizens. This is partly a procedure of counterespionage. It is also a means of helping Technomancers guard against possible betrayal by coworkers. Working within a collectivist society heightens our sense of individuality; we must stay on guard against possible traitors in our midst. By limiting our trust of others, we intensify our overall trust in our Union. The vigilant eyes of Horizon surveillance surround and safeguard us. Back to back, we stand against the intrusion of deviants who would rend the fabric of our Safe Reality.

Gatekeepers coordinate the activities of sympathizers, monitoring activity in the media as well as Sleeper reactions to it. Just as rating systems can be used to measure the Masses’ responses to media, so can adjusting rating systems alter the response of the Masses. By subtly controlling the messages of the media of the Masses, we direct society toward homogenous and harmonious union. By manufacturing consent, we create a secure world.



The Surveyors stand at the top of the pyramid. They oversee the efficacy of the War on all fronts, including working with the deep space and Deep Universal surveillance and patrols of the Void Engineers. Their expertise coordinates the data of telescopes, space stations and scout ships with the expertise of Intelligence Analysts. Rumors of mind-control satellites continue, no doubt, to help support researchers in their perfection of this valuable weapon in the fight for freedom.

The eye of the Watchers represents eternal vigilance in our perpetual battle to purge disruptive random elements from the fabric of Reality. As long as the Safety of the World is threatened, as long as the selfish egotism of the Traditionalists endangers the Security of the Masses, the Watchers will faithfully give their all to the Ascension War.

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To: Gene

From: Sandi

Re: Hiding

Bad news. Radio silence. Something's stalking us, Gene. The thing from the D.U. Collective is heading this way. I can't say anything else, but we're going into hiding.

I love you.

— Sandi

To: Roland

From: Gene

Re: Communications down?

Roland, no one's answering my e-mail. What's wrong? What's that scratching noise I keep hearing at my door?

I e-mailed my essay to the Collegium, so I seem to have some time on my hands. I keep sleeping more and more each day; I don't know why.

If you're still reading this, please write back. I'm getting nervous.

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Factions in the War



The only lasting peace comes from the application of Reason and Scientific Principles.

— The Rt. Ordinary Horatio Jackson, A Public Servant, *The Adventures of Baron Munchausen*

Analysis of Psychological Tactics

Addendum to Promotion Review

Prepared by Agent #AT422

In the shadow world of espionage, lines between "sides" are not always clearly drawn. It's possible to define sides, and it's possible to define ideologies, but any such statements are generalizations. People cannot be



reduced to stereotypes. One can belong to a group, but any individual will have his own variant of the group's philosophy and his own reason for espousing it.

Nevertheless, when guessing how best to predict the actions of other groups and manipulate them accordingly, generalizations help. This applies to friendly diplomatic relations with other Conventions, as well as to necessary Social Conditioning of the random elements of society.

First, we shall examine how our Convention achieves its goals by cooperating with other groups in our Union. Then we will examine the more difficult practice of Processing criminals who serve the Traditions.

The Conventions

We're all in this together.

— Harry Tuttle, *Brazil*

The Technocracy functions as a Union, but different Technomancers have different visions of the goals of our Union and the shape of our future. Each Convention can be said to have a "party line," interpreted in various ways by individuals within a Convention. Within the Symposiums, debate over the preferred courses of action in accordance with these philosophies can be fierce.

In any such debate, we can have a degree of assurance that the New World Order has the upper hand. The Methodology of the Ivory Tower organizes most Symposiums, and although a Department Chair may be chosen from another Convention, we oversee the progression of philosophical dialogue, with and without the use of subtle procedures.

The New World Order also performs the administration necessary between Conventions. Operatives rarely work alone. Instead, the Administrative Branch of the Ivory Tower appropriates the support Operatives require from other Conventions. In defining the other Conventions, we must understand what assistance they can give us as we organize our forces.

Progenitors

Gengineers, Pharmacoepiasts and FACADE Engineers make up the Convention of the Progenitors. Each Methodology provides assistance in the science of espionage. Pharmacoepiasts provide the "chemical gadgets" necessary to augment an Operative's performance, and also manufacture pharmaceutical augmentation to interrogation and brainwashing. Gengineers and FACADE Engineers provide the genetic constructs that compose the ranks of our shock troops. Cloning provides a steady population for our war effort; gengineering guarantees the quality of our artificial recruits.

Gengineering is also useful for altering the appearance of Gray Men, assisting in infiltration work. Through genetic alteration and plastic surgery, a Man in Gray can appear as nearly anyone. In extreme circumstances, cloning and gengineering can be used to manufacture constructs

to replace dangerous Sleepers or even mages. Regardless of whether a Sleeper is replaced with a construct or Gray Man, the Progenitors cannot carry out this task alone. The Progenitors may be proud of their ability to replace "random elements," but without the sleepteaching and indoctrination methods developed by the Ivory Tower, this kind of operation cannot succeed.

Since we offer practical field tests for their work, obtaining assistance from the Progenitors is fairly easy. It is occasionally useful to assign one Progenitor to an amalgam in the field. Pharmacoepiasts are usually ideal for this type of work, unless a FACADE Engineer is necessary to perform a cloning in the field. Keep in mind, however, that talented Progenitors experienced in lab work and research on the Horizon may not appreciate the discretion required in the field. For this reason, field agents of the Progenitors often require the supervision of Field Observers or Gray Men.

Iteration X

The most obvious uses of Iteration X Technocrats are as shock troops and as backup. Cyborgs and HIT Marks are superb for providing the firepower required to support an amalgam of Men in Black. For Men in Gray, they function as ordnance, held in reserve in case last-minute support is necessary. In the field, it is evident that agents of the New World Order must advocate restraint to counteract the crude, vulgar methods used by our brothers in Iteration X. At the higher levels of administration, some Comptrollers argue that cyborgs are capable of carrying out operations without the assistance of Black Suits. As a compromise to this philosophy, Watchers and Servants are sometimes assigned to work with amalgams of cyborgs to guarantee that discrete procedures are implemented.

When dealing with Iteration X, never forget that there are other Methodologies as well. The Statisticians provide much of the raw data we need for psychological and Operative analysis. They cannot function without us, for we're really the ones who provide the interpretation for their data. Our dealings with the Methodology of Time-Motion Management are quite formal; we set the goals of production in administration, and they implement them. Finally, although BioMechanics make the final decisions on the training and availability of cyborgs, through diplomacy, we can suggest which cyborgs would be useful for operations.

Field amalgams of Black Suits often consist of at least one HIT Mark as backup; amalgams of cyborgs are usually required to include a Servant or Watcher. Cyborgs also serve well as temporary members of a team. Political relations between our two Conventions are improving. Comptrollers of Iteration X occasionally argue that they are capable of fighting in the war without the "interference" of the NWO. Rivalry between cyborgs and Gray Men still continues. The higher success rates of our agents, however, demonstrates why we continue to be the dominant Convention in organizing amalgams.

The Syndicate

The main coordination we have with the Syndicate is through advertising. Watchers will often coordinate media campaigns with the current sales needs of the Syndicate. The messages conveyed in advertising advocate conformity to the proper values that bestow happiness and prosperity upon the Masses. By gathering surveillance data on purchasing habits and preferences, we help the Syndicate in their battle plans. Furthermore, the implementation of automatic tellers has greatly enhanced our ability to track the movement of individual Sleepers, and the Syndicate's ability to guide their purchasing habits has occasionally been helpful in manipulating them as part of larger operations.

Contacts in the criminal underworld act as "sympathizers" to the Syndicate, and can be efficient, if nontraditional, allies in our efforts to eradicate random elements. So far, most field amalgams do not require individual Syndicate representatives, although current negotiations may find new ways to integrate them with Operative teams. The Syndicate has other methods of contributing to the war effort, namely, their methods of obtaining funding for our operations.

Too often, however, the Syndicate has been contentious in regard to their autonomy in making financial decisions. We must not allow the headstrong nature of these "bean counters" to detract from the power of our leadership. We are the ones who make policy; they must realize that their place is in implementing it. They must focus on drawing funds and finance from the Sleepers and cease to question our policies, if we are to maintain the Unity that makes our society so strong.

Void Engineers

Our work with the Void Engineers rarely relates to the front lines. Instead, the Void Engineers perform the critical task of maintaining the Horizon Gauntlet and implementing Security Beyond the Horizon. Although we typically coordinate security within Research Collectives, the Void Engineers are primarily responsible for outside security.

Another useful alliance with this Convention concerns computer security. They are more responsible for security in the Digital Web; we are more concerned with computer security relating to the activity of Sleepers. Data is often extracted from the Net by the NWO. Usually, Sleeper operations do not require the assistance of the Void Engineers; however, knowing that a group of Cybernauts can lend assistance outside the Net is a good assurance to success in such operations.

Finally, the distant patrols of the Void Engineers often require static firepower and Operative assistance. Although the Voids are often better suited to function in areas like the Deep Universe, Horizon Realms and distant

worlds, they can also serve as support for Gray Men and Field Specialists. Neutralization Specialists also manage threats to Reality that originate from outside the material world, such as ghosts, spirits and "astral entities." It is often best to leave such perils to their expertise.

The Amalgams

Evans was a crusader. Now, I got no fight with any man who does what he's told, but when he don't, the machine breaks down. And when the machine breaks down, we break down.

—Platoon

It is worth noting that within certain geographic areas, Technomancers from different Conventions will sometimes function in the same amalgam over an extended period of time. We have found that the morale of field agents is often better if they function as part of the same team for more than one mission. It is not unusual, then, for a safe house to act as a base of operations for the same group of three to ten Technomancers as part of an extended campaign, if you will, in a particular city.

Tradition Mages

You are a flaw in the pattern, Winston. You are a stain that must be wiped out. Did I not tell you just now that we are different from the persecutors of the past? We are not content with negative obedience, nor even with the most abject submission. When you finally surrender to us, it must be of your own free will.

—1984

Each Tradition of mages is a political entity representing a philosophy of magick and reality. Traditionalists, by practicing their antiquated and conflicting philosophies of magick, seek to undermine the very fabric of reality. On the surface, it would appear that they share a common goal: opposing the procedures of the Technocracy, what they call "technomagick." There is no such unity in the Traditions. Sons of Ether and Virtual Adepts advocate a "compromise" in the magickal paradigm, allowing certain apparatus and forbidding others. Each time one of the Tradition mages works magick under his particular model of reality, he undercuts the philosophies of the other Traditions. The result is a patchwork quilt of muddled ideas, dangerous visions and destructive realities.

By coordinating our efforts within our Union, we rework that fabric into one strong pattern. The patches of resistance in the fabric of Reality are slowly worked out. One can see that trying to rip a patch out of the fabric would damage the areas around it. But subtler methods, such as changing the tint of the cloth or removing and reworking the stitches — in effect, amending and altering the paradigms of the Traditions to fit with ours — repair and strengthen the warp and weave. This fits with the philosophy of the Reality Programmers: "Do not destroy when you can suborn."



Reality Programming allows us to bring converts to our cause. When evaluating a potential convert, two essential factors should be considered. They correlate to the "carrot and stick" method of conversion:

- First, an agent must understand the similarities between the other group and his own. Any ideological common ground offers an opportunity for potential conversion;
- Second, in order to effectively manipulate potential converts, an agent must first understand his opponents' weaknesses.

By working both techniques — offering sympathy while masking the threat of hostility — the agent has a greater chance of implementing conversion.

Each Tradition has ideological and tactical weaknesses. These are by no means absolutes, but they can guide you in subverting your enemies.

The Akashic Brotherhood

"I admit it. I can't fight what I can't see."

Akashic Brothers typically fall into two categories: those who seek to strengthen the mind and those who seek to strengthen the body. Often, a practitioner will focus on one aspect at the expense of the other. Those who seek to strengthen the body are easier to exploit. Psionic assault and guile often work where brute force does not. Keep in mind, though, that the first task an Akashic disciple often learns is the empowerment of his mind, establishing his basic psionic defenses.

Those who seek to strengthen the mind are harder to manipulate. Cruder methods are sometimes necessary. Showing the weaknesses of their primitive fighting techniques is one way to demoralize your enemy. I have yet to see a martial artist who could stand up to the average chain gun. Perfection of the mind is useless when the spirit is broken or the body destroyed.

Celestial Chorus

"Yes, I'm ready to serve the One. I can see now that God is really in the machine."

There was a time when Faith was strong enough to contest with Reason. Those days are gone. Faith is a concept of the Mythic Age, an ideal that has no place in the modern world. The Cabal of Pure Thought once contested this idea with the Order of Reason. Remnants of the Cabal's cults are now few and far between.

There is a certain common ground between Technocracy and most doctrines of Faith. The Chorus are, at the core of their being, essentially collectivists. Their belief in the One is not too far removed from the idea of serving one Union. Many converts of the Chorus have adapted their religious beliefs to incorporate the idea of worshipping technology rather than following mythic entities. Some of the strongest advocates of the religion of Autochthonia are former Celestial Chorus members, and Richardson's observations on the values of the "True Knights," the Templars, have brought many spiritualists to a compromise with our values. Religious fanatics often make outstanding conformists, as many have already proven themselves vulnerable to standard brainwashing techniques.

Cultists of Ecstasy

"Leave her alone! She has nothing to do with this! She's a lover of mine... Don't harm her. I'll do whatever you say."

Exploiting the vices of enemy agents is one of the oldest techniques of espionage. Using these techniques on Cultists, however, often requires special precautions. Blackmail will not bring shame from the average Cultist, but it can bring censure and even retribution from the community in which she lives. Controlling a Cultist by supplying an addictive substance is a challenge, but our allies in the Pharmacoepiast Methodology of the Progenitors are constantly working to overpower the resistance of potential converts. Cultists also have ties to Sleepers that can be exploited: lovers, drug contacts, fellow musicians, and so on. Directly controlling a Cultist can be quite difficult; making use of the Sleepers around them can prove easier and more effective.

Dreamspeakers

"We haven't the strength to resist their patrols. We're too busy driving the Wyrms from our lands."

One way to strike at these fanatics is to strike at the territory that is dear to them. Strengthening a local Gauntlet around their territory is a good start. Basic tactics of "ecotage" are extremely useful to augment the effect. When the purity of their territory is compromised, they will often see corruption of the accompanying spiritual landscape. The general public also has a certain fear of environmental fanatics. This makes Dreamspeakers easy to frame for acts of ecoterrorism.

Euthanatos

"That can't be! The raven said the weakness in the Construct was right here!"

Members of this Tradition make for difficult enemies. They have an innate ability to sense weaknesses, guide probabilities and sow disorder in the midst of our Unity. Countermagick is essential; any amalgam striking against a Chantry with a Euthanatos would be wise to have an agent with a talent for these procedures and for Entropic influence. If countermeasures are particularly successful, disinformation is sometimes implanted as a result. Opposing a Euthanatos mage with counterprocessing is an excellent example of reason working better than force. Killing such a mage only delays him.

This Tradition's preoccupation with death and killing also works in our favor. Euthanatos are rarely trusted by their compatriots, a fact which we can often use to our advantage. It takes only a single death and a few well-placed words and thoughts to turn an Euthanatos' teammates into his undoing. No procedure is required.

Hollow Ones

"Look, I don't give a damn if a bunch of self-serving Tradition mages live or die. Just let me come out of this alive, okay?"

Disaffection makes for excellent recruitment opportunities. Many Hollow Ones value their freedom and individuality over anything else. The bitterness many Hollow Ones feel toward the Traditions sometimes makes



them willing to sell information or assistance piecemeal. Do not overestimate this tendency, however. Some will intentionally feed disinformation, and some are fiercely loyal to their Chantries, especially if they have been treated well. Some will also strike against the Technocracy with crude force and without fear of retribution, hoping that Tradition mages will take the brunt of Technocracy counterattacks.

The Order of Hermes

"If that's what it takes to make sure they're safe, I'll help you."

The Order of Hermes is often righteously indignant about their opposition to the Technocracy, but their motivations have not really been so different. They essentially seek to recreate one world order as well: the Medieval Paradigm. Some claim to care about the safety and security of the Masses. They essentially advocate a "manatocracy," a society where those who control magick control the Masses. This is one avenue to potential recruitment. Some are willing to make the compromise of integrating foci into their magick if they can in turn assist in operations against supernatural threats, such as ghosts and vampires. Establishing our "common enemies" can lead to collaboration, and collaboration often leads to their compromise. This type of indoctrination can be a lengthy process, but a rewarding one.

Sons of Ether

"Of course I believe in the triumph of science."

Sabotage is one of the most effective techniques against the Sons of Ether. Their core belief in a scientific paradigm makes them useful. Disproving and sabotaging their outlandish theories is often the first step to breaking their will. Bribing them with equipment — even sabotaged equipment — can also be useful. Sons of Ether are already allies to some extent because of their promotion of the use of technomagickal foci. Once they are converted, they make for very devoted servants.

Virtual Adepts

"Uh.. excuse me. Did you say 'fifty-thousand dollar salary'?"

There is a tendency in the mundane world for great hackers to become the most rabid opponents of hacking. Many sixteen-year-old rebel deckers sell out to well-paying jobs in computer security by the time they are in their thirties. So it is with Virtual Adepts. With many, it's a waiting game. Others are willing to sell out early in life.

Many of our fellow Conventions pursue a "shoot on sight" policy with these traitors. We recognize, however, that an ally gained is better than a foe destroyed. Suitable Processing, significant incentive and a new identity (with the threat of revealing the old one to hang over his head) are often effective conversion strategies. When conver-

sion fails, however, a suitably gruesome death often serves as a warning for other anarchists and an additional "alternative" for later converts.

The Bottom Line

Living as a rebel means isolation, rejection, paranoia and possible extermination. Compromise with the Technocracy brings security, prosperity and possible advancement. Remember: not every conversion has to result in a mage moving into a Research Collective and abandoning magick. If a mage restricts his magick and begins to implement foci, or even if he sells out a few crucial bits of information to guarantee his own survival, he's on his way to conversion.

The opportunities the New World Order affords to former Reality Criminals shows the mercy and majesty of our Union. Using subtlety to suborn the slaves of Traditionalist politics is one of the most delicate tasks of the Operatives. However, most Traditions refuse their place in our harmonious world. Most would, like errant children, rather violently rebel with acts of terrorism and pollution of consensual reality than atone for their crimes. Thus, we have constructed the tools of interrogation and social conditioning to ensure their safety. We have forestalled the genocidal policies of Iteration X to offer the random elements of the Traditions sanctuary from the madness of Paradox. Their political squabbles have turned the world away from our Utopia to create a battlefield of ideological insanity. We must not let the Sleepers suffer for the folly of the Traditionalists.

Other Factions

What we are looking at is Good and Evil, Right and Wrong.

— George Bush, on "Operation Desert Storm," sampled in "NWO" by Ministry

Just once, I'd like to fight something that could be harmed by bullets.

— The Brigadier, *Doctor Who*

Although the Ascension War is chiefly between the Traditionalists and the Technocracy, there are other factions to consider as well. Hidden among the Masses are several groups of supernatural entities who can shift the balance of any particular skirmish in the war.

In evaluating these factions, one prime consideration must be made: Sleepers must never learn of their existence. There is perhaps a certain amount of subconscious belief in these creatures that gives them power. Within the Tower, some psychologists speak of a "collective unconscious" that recognizes their existence even if the conscious mind does not. However, any member of any of these groups working to make her existence known to the general public would greatly threaten the security of the consensual reality paradigm.

Usually, these groups have standard procedures for protecting their secrecy. This is mainly because such entities understand the retribution they would receive if the Masses knew of their existence. They would be hunted and extinguished as the monsters they are. Some higher-ranking entities within these factions also realize that if they were to compromise the secrecy of their existence, our Union would organize countermeasures. The existence of the occult must not be made known. Until they can be exterminated, they must remain hidden.

In the same vein, we must keep our existence secret. The true extent of our power, the depth and breadth of our conspiracy must remain a mystery. We must trust the judgment of Our Leaders to only reveal what we must know, for we suspect that other factions are led by creatures with power beyond what the agents on the front lines imagine. There are ancient forces, "giants in the earth" who are watching and waiting for their time to emerge.

There is a further complication: not all of these groups strive to remain secret. Some rejoice in their monstrous activities. It is imperative that their activities are curtailed whenever possible. For the safety of humanity, and the security of our world, the supernatural world must be contained or destroyed.

Nephandi

What we seek to build, they strive to destroy. What we work to purify, they infiltrate and corrupt. Never trust these deceivers. Although they are useful as a second front against the Traditionalists, as agents who lead random elements to their destruction, some seek to infiltrate our Union as well. Nephandi serve dark destructive forces that not only seek to undermine order within the Traditions, but to undermine *all* order.

Marauders

There can be no compromise with these outcasts. Do not reason with them. They are the antithesis of reason. Do not suborn them. They are the antithesis of sanity. Do not tolerate them. They are to be destroyed whenever found.

Moreso than any Tradition mage, the Marauders work to bring complete chaos and disorder into the world. They are notorious for directly assaulting Constructs and even infiltrating Tradition Chantries. One strong argument for the continuance of the Pogrom and the genocidal policy of destroying all mages is that many Tradition mages are Marauders in disguise.

The insanity of Marauders is so strong that it often warps reality around them. Traditionalists may intentionally warp reality; Marauders are diseased to such a great extent that they cannot help but infect their surroundings. Like a cancer in the body politic, they must be excised; like a rabid animal savaging the innocent at random, they must be put down. By any means, by any method, they must be stopped. Destroy them on sight.

Vampires

There are currently no overt hostilities between the Technocracy and vampires. Most adhere to a strict policy of secrecy called "The Masquerade." Among the societies of vampires, openly proving the existence of fellow vampires to the Masses is punishable by death.

Some extreme academics within the Collegiums continue to debate the policy of handling a group of vampires known as "Clan Tremere." Although they are still practitioners of magick, they work within a limited static paradigm that does not threaten the stability of reality. The Thaumaturgy of the Tremere does not rework reality. Current theory states that such magick works because subconsciously the Masses believe in the existence of vampires. As the mages pose a far more direct threat than the vampires, even the Tremere, we continue to rely upon their practice of the Masquerade.

It should be noted, however, that there is one society of vampires that cares nothing for secrecy. They openly revel in their bestial natures and practice open cruelty on innocents. This society, called the Sabbat, is limited only by one consideration: they are hunted by the rest of vampiric society when they do not curtail their operations. We suspect that open hostilities with the Sabbat would lead to all-out war between our two groups; therefore, we are currently leaving the war against the Sabbat to the rest of vampiric society.

Werewolves

You must look for the werewolves in your midst.

— Zirinovsky, on looking for spies in contemporary Russia

Perhaps there was a time long ago when these monsters had power in the world. If so, that time is long gone. These primitives are a dying breed, anachronisms who fight a losing battle to bring spiritualism back into the world. Many of them are involved in the anti-corporate environmentalist movement, and many of them work against companies affiliated with the Syndicate. We do know, however, that they are capable of espionage as well, as we have discovered some members of their society working *within* corporations. Their secret circle has thoroughly infiltrated society.

The main guideline to remember when handling these creatures is that direct violence is very risky. Therefore, we limit most of our operations against them to subtle manipulation. By current estimates, at the rate they are dying, it is unlikely that they will survive beyond the end of the century.

Ghosts

The New World Order rarely handles these threats to our world; the Void Engineer Neutralization Specialists are better equipped and better trained to deal with them.

The party line, however, is quite simple: destroy them. We know that they can interfere with computer and electrical equipment, we know they can circumvent security devices and we know that they exploit the living. That's all the justification we need. In any good amalgam, at least one agent has Spirit influence and can track spectral manifestations. We have found that overwhelming firepower is one successful tactic against them.

Faeries

Yes, I do believe in faeries. I believe they should be exterminated whenever possible.

— Daniel Smith, Intelligence Analyst, Operative Methodology

Most data compiled on these creatures is contradictory. We believe that they have difficulty maintaining a consistent identity; therefore, they are not to be trusted. Do not underestimate their ability to seed chaos and destruction.

√√√√√√√√

Relocation

Please try to understand, we're helping all mankind.

We use them a while, then it's over the shoulder.

— Ministry, "Over the Shoulder"

To: Roland Cassault, Alexandra Takahashi

From: Daniel Smith, Intelligence Analysts

Re: Conversion, #AT422

Well done.

Agent Cassault, I'm pleased with the progress #AT422 has made. However, he has repeatedly refused gray work and has specifically requested the promotion to Unit Leader. We're going to honor his wishes. Eventually, I'm sure the training you've given him will be useful. Right now, we need assistance with Deep Universal Collective #722.

Agent Takahashi, make sure #AT422 has the data he requires for the final sweep of the station. We are currently assembling an amalgam of three agents to assist him in taking care of the invasion of D.U. Collective #722. We are arranging transport for #AT422 after the last stage of his training.

Subject is now being prepared for next wave of attack. Our Reality Programmers are mindscaping #AT422 in a virtual reality environment as training for his next assignment. Estimated time of completion is one week. Subject

now believes "Northern California Research Collective" has been overrun and will soon be ready to assist in defense of DURC #772.

For the Good of the Collective,

Daniel Smith

√√√√√√√√

mayday mayday mayday...please answer please answer please answer... they're coming... they're coming... omigod, they're coming through the tunnels, the plastic tunnels in the walls.. i can smell them...i can smell their burning skin... they come from outside space, outside our reality... the gauntlet will not hold!...the gauntlet will not hold!...low on ammunition...they walk through the walls of reality!... the center cannot hold, they walk through souls!...mayday mayday mayday...please answer please answer please answer...

√√√√√√√√

To: Gene

From: Takahashi

Re: We're coming!

Gene! You're alive!

Hold on. We're sending a ship to pick you up. We need you, and fast. We need someone to lead the shock troops onto the station.

Looks like you're going to do Black Suit work one more time....

√√√√√√√√

To: Roland

From: Sandi

Re: Gene

What a shame. He had such promise, too. I'm sure he'll make a great Unit Leader, once you manage to erase those independent notions out of his mind.

I heard about the flowers you sent to my apartment. You're so sweet, Roland. After we send in the grunts, with #AT422 leading the way, I'm sure I'll be rushing back to you soon. Good luck with the rest of his programming.

Love, Sandi ;-)

√√√√√√√√

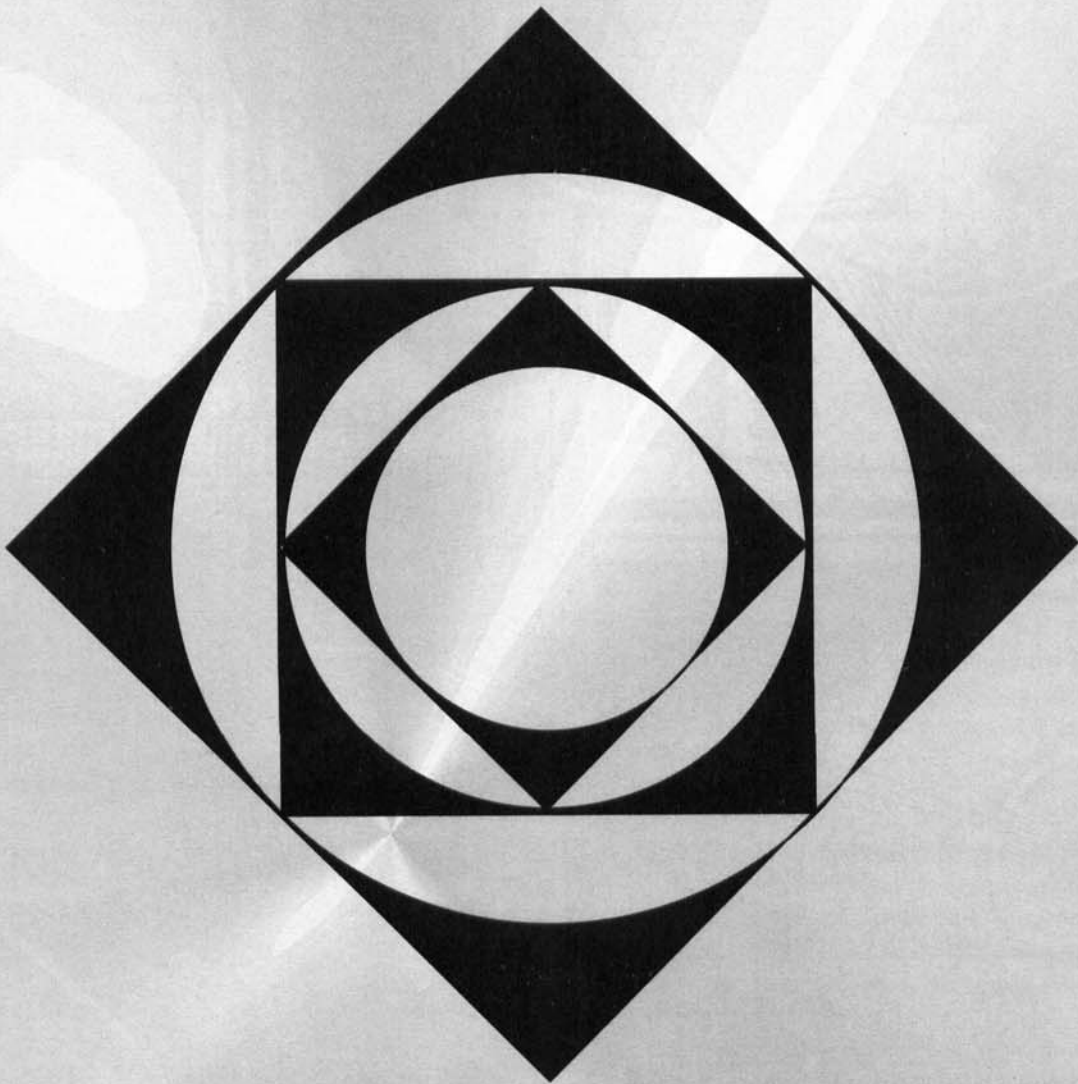
mayday mayday mayday... we are under attack... this is operative #AT422...northern california research collective... creatures of unknown origin have breached our correspondence jamming and have destroyed most of the station...there are four of us left....we are arming heavily...we will not allow intruders in our midst...the center must hold...we must purify against their smell...need reinforcements, please assist, please assist, please assist....

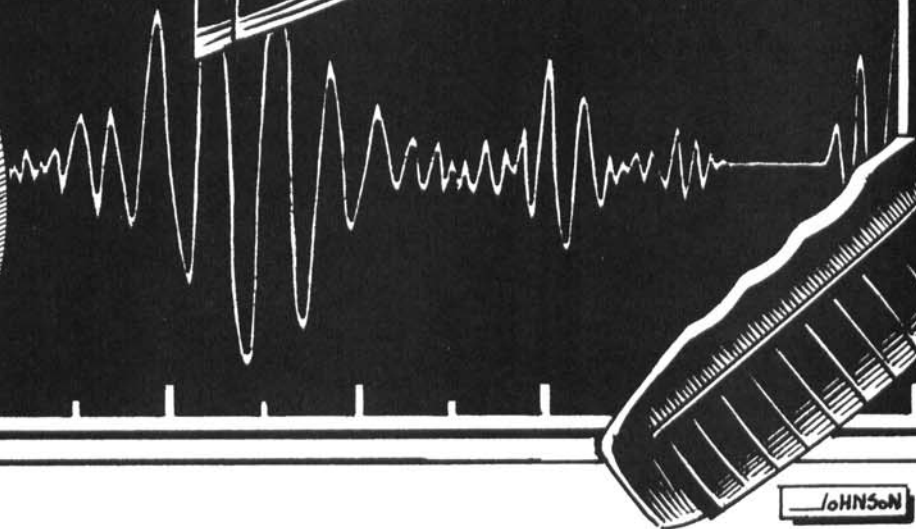
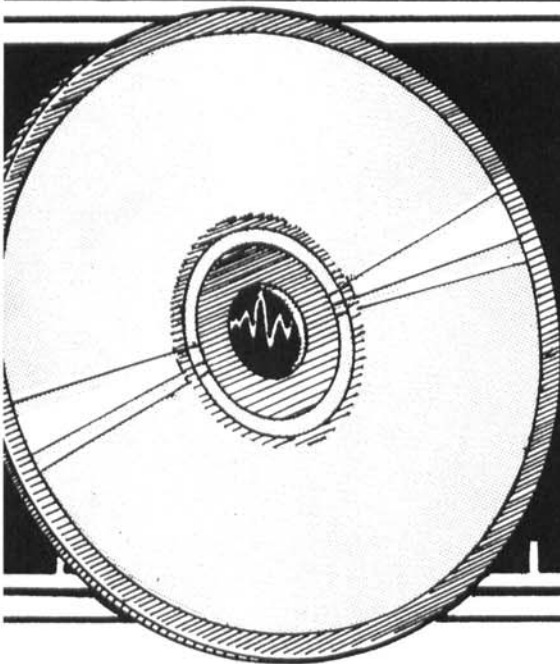
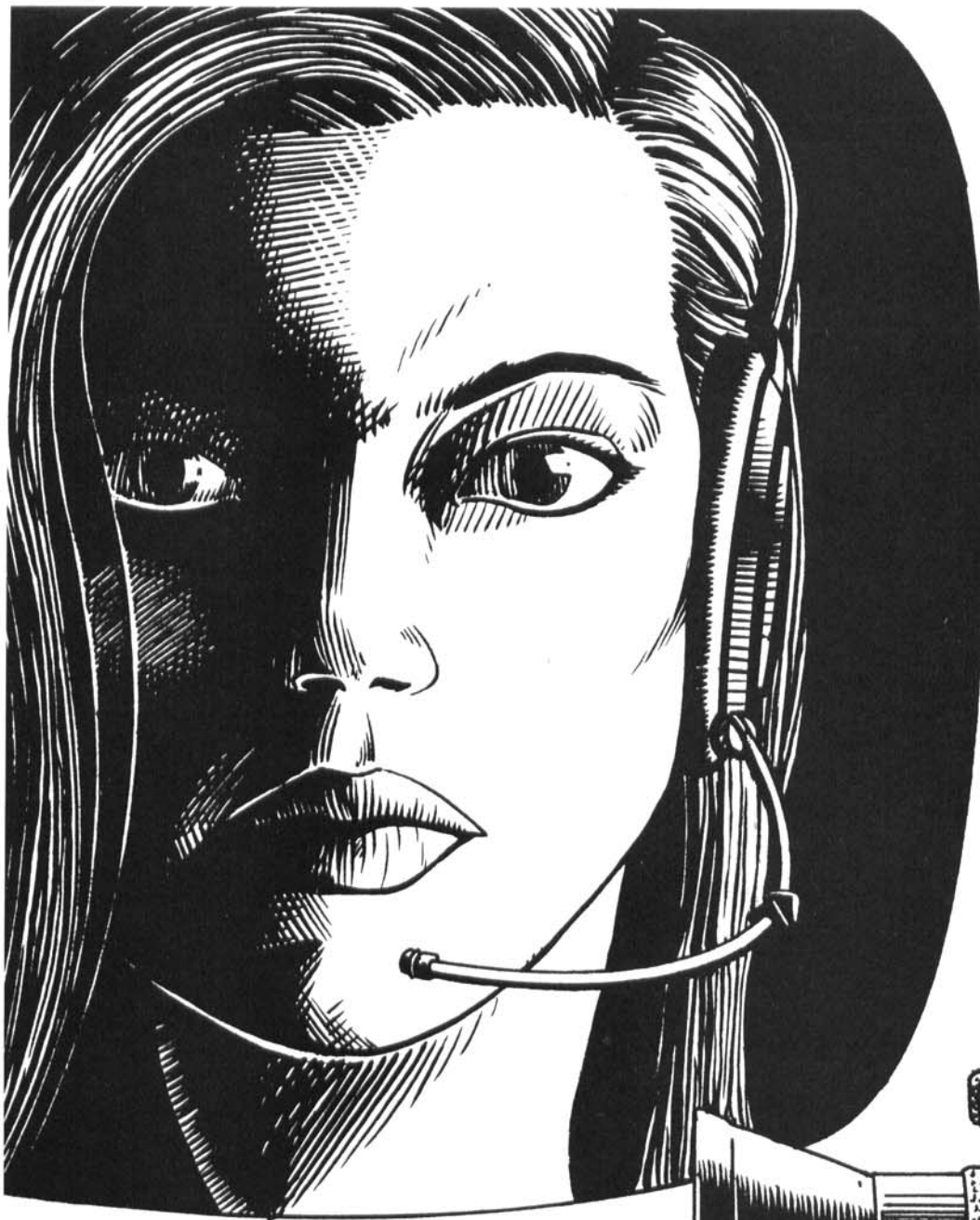


SMIF

File Two: Hardware

Welcome, ladies and gentlemen,
To the end of the 20th century
And the arrival of Friendly Fascism.
Regrettably, millions will die as before,
But just think of the tremendous selection in savings you'll gain!
Of course, the loss of freedom and democracy are tragedies, I know,
But consider the entertainment value contained within!
And to remind you: it is you the people
Who have mandated this course of our fate.
So please, come with me.
— Consolidated, Introduction to "Friendly Fascism"





Chapter Three: Procedures, Gadgets and Agents

We control matter because we control the mind. Reality is inside the skull. You learn by degrees, Winston. There is nothing that we could not do. Invisibility, levitation — anything. I could float off this floor like a soap bubble if I wished to. I do not wish to, because the Party does not wish it. You must get rid of those nineteenth-century ideas about the laws of nature. We make the laws of nature.

— 1984



Technomagick

A technocracy has an essentially anti-humanist philosophy at its core: machines are more important than men. Knowledge and power don't come from mastery of the self or mastery of the world around you; perfection comes from mastery of machines. As a machine becomes more efficient, the person using it becomes more efficient. As technology evolves, in order to keep up, we must adjust our needs to fit the requirements of the machines we use. More precisely, as we develop a dependence on technology, we must adjust our philosophies and ethics to accommodate our machines.

Within the Technocracy, the machines are so advanced that only an Enlightened few can use them. The Technocrats who control them have advanced beyond the Masses, who cannot. Accordingly, power rests with an Enlightened minority, a secret society that hides its true power. Since they hold the reins of authority, they establish the standards of morality in industrialized nations and slowly work to spread it to the rest of the world.

This "might makes right" philosophy is the foundation of the New World Order. "Progress" is made at the expense of freedom and individuality. Neil Postman, in his book *Technopoly*, argues that in an advanced society, science and technology affect the ethics and lifestyles of the people using them. In the New World Order, science and technology are used to manipulate information. Information shapes the world.

In the Information Age, for instance, the ability to compile extensive records on an individual, monitor his life, label him, number him and process him denies him his privacy and individuality, as well as part of his humanity. Media becomes a way to shape reality by guiding consensus, setting the agendas of public discourse and focusing on issues the gatekeepers of information consider the most important. Education becomes a series of standardized curricula, scientific testing and skirmishes for an "acceptable" body of dogma to disseminate to the Masses.

The technology used in the modern world shapes how we perceive reality. A video camera is regarded as an objective observer of events; therefore, what we see on the news is perceived as "truth." An argument among five

people on the Internet can be presented as a sampling of the public at large, causing the opinions of a few highly vocal individuals to be mistaken for an objective representation of public opinion. A powerful nation can use technological wizardry and espionage to manipulate the government of a third world country, creating the impression that justice has been served. Welcome to the New World Order.

Through Technocracy, consensus is guided by the opinion of "experts" — psychologists, technicians and Gatekeepers who define for the Masses the way the world is and the way the world should be. These experts have the tools of manipulation, the scientific knowledge and technomagickal Devices that give them power. Machines can master men, but through force of will, the Enlightened can master the machines, thereby mastering the world around them.

In **Mage**, Technomancers refer to "processing" and "vulgar procedures" when they speak of shaping reality and guiding the Masses. Tradition mages call this "technomagick," the alteration of reality through technological theories and machines. The difference between technomagick and the mystick variety is the mage's perception. The Awakened mage knows that it is force of Avatar, will and knowledge that allow her to rework reality, while the Technomancer believes that scientific principles guide his craft, even if he must invent those principles himself.

NWO Procedures

Subtlety is important to the NWO; moreso than any other Convention, the Order requires its operatives to act with discretion and an eye towards long-term effect, not short-term advantage. Because of this, many New World Order procedures take more time and preparation than most magickal Effects. This limitation is counterbalanced by virtual invisibility; because most NWO Effects come through foci, mass paranoia and extended operations, they are largely coincidental and tend to last longer.

Men in Black do not simply wave their hands and cause buildings to fall; if harsh measures are called for, they whip out high-tech blasters or explosives, computers or devices of torture. When time permits, Convention agents perform elaborate mind games, tracking procedures and media barrages. These Effects usually require extended actions, but successes are cumulative. A gradual mindscaping (see below) will last longer and prove more effective than a sudden brain-wrenching Mind Effect. This philosophy guides most of the Convention's magicks; the New World Order works slowly but decisively, with minimal flash and maximum results.

Apparatus

Dependence on technology has shaped the paradigm of the Technomancers. Performing "magick" requires the use of a Device or invention to alter reality. Again, mastery of technology allows for a mastery of reality itself. The type of Device a Technomancer uses as part of procedure is called an apparatus. The type of apparatus required depends on the Convention, Methodology and paradigm of the Technomancer.

Some examples are listed below:

Correspondence

Watcher: satellite surveillance, camera, telephone

Operative: credit card, black limousine, laser sight

Servant: telephone, intercom, e-mail

Entropy

Watcher: television

Operative: reports from field agents

Servant: test results, transcripts

Forces

Watcher: microphone, light meter

Operative: military weaponry

Matter

Operative: military weaponry

Life

Any: plastic surgery, medical kit

Mind

Any: access to computer records, intimidation, media barrages, torture

Servant: sleepteacher, subliminal broadcaster

Watcher: television or radio

Prime/Spirit

Watcher: recording device

Operative: sunglasses

Servant: computer

Time

Any: digital watch

Watcher: editing bay

Servant: academic journal

A pair of sunglasses often works as a sensory-magick focus for Men in Black. An Enlightened Operative is informed enough to see the truth hidden behind a panoply of lies. At the same time, he must be able to filter extraneous data to find this truth. Watchers have special



equipment, such as "Kirlian" lenses, to enable them to do this. Servants of the Ivory Tower sift through bureaucratic files and databases to find Prime, and have little influence over Prime or Spirit outside such applications. Operatives have such a high degree of dedication to this goal that a complicated apparatus isn't necessary — a pair of sunglasses is enough.

This Convention specializes in Mind magick. Because NWO agents have access to so much information, some people assume that they know more than they actually do. Part of this Convention's strength comes from fear and paranoia. Many Sleepers believe the "government" and "secret agents" are far more efficient than they actually are; therefore, the efficacy of the Convention increases as paranoia increases. Having access to the massive databases on Sleepers and former Sleepers, such as mages, is enough of an apparatus to give control over them.

Common Effects

The problem with science is that it can be perverted!

— *The Prisoner*

Basic training for most Enlightened NWO agents often involves learning a few standard techniques of technomagick. While some of these are specific to a particular Methodology, others are known by all agents.

Coordination

NWO agents often work together to achieve a desired result. These mages can add their successes together if they know the proper procedure, achieving a more lasting result. Such cooperation is difficult, however, even with training. For each mage over the first three working together, the Storyteller should add one to the difficulty of the magick (+1 for four mages, +2 for five, and so on), to reflect coordination difficulties. Men in Black with a Hive Mind (see sidebar below) may sidestep this limitation if the Storyteller prefers.

Correspondence

•• Check the Corners

An agent outfitted with proper sensory equipment, such as parabolic microphones, thermal detectors or motion sensors, can detect movement around corners or behind walls. This procedure allows properly trained (read "Awakened") agents to exceed the capacities of normal equipment. See the **Correspondence Sensing Effect (Mage, page 185)** for more details. Remember, however, that a mage can only view a location he can pinpoint; this Effect does not grant the ability to scan the entire world in a glance!

••• Dragnet

This is similar to the Tradition Effect: **Filter All-Space**. Over a period of twenty-four hours, the Technomancer, with the assistance of his amalgam or collective, is able to locate an individual mage or group of mages. The agents must have some form of information about their target(s) to begin or continue the search. Dragnets typically require extended rolls against the area searched.

Area	Difficulty	Successes Needed
Small town	6	5
Small city	7	10
Large city	8	15
State	9	20
Country	10	25 (30 to scan the world)

Countermagick is possible if the target mage is inventive and alert; each success subtracts one from the agents'. Mages may deduct their Arcane ratings from a Dragnet's success as well; this is how Secret agent John Courage gets away with murder!

The type of coincidences used to explain this Effect depends on the Methodology using it. Operatives will often rely on reports from the field when tracking criminals. Several amalgams of Men in Black will perform a search of the area where the mages are supposedly present. Watchers primarily rely on surveillance. This may include satellite surveillance, hidden microphones, investigators with video cameras, and so on. Bureaucrats within the Ivory Tower have extensive access to computer records. By accessing Sleeper devices like automatic bank tellers, credit card records and even phone lines, these Technomancers lend their assistance as well.

Entropy

This influence is common among Analysts and psychologists. When analyzing data or evaluating the chances of a mission, the ability to find weak points in strategies or individuals is crucial.

••• Counterintelligence

Analysts also oversee the Security of the Constructs and Horizon Realms they live in. This Effect is used to counteract mages, Marauders or Nephandi using the Entropy Sphere to plan attacks on a Technomancer base. By subtle influence (coincidental magick), the analysts will have remembered to have taken precautions against the strategy employed by the intruders. This Effect acts as countermagick against their attempts to find a weakness in the security system; each success deducts one from an attacker's total.

Ivory Tower Servants specializing in computer security use this Effect to take precautions against intrusions by Virtual Adepts. The "counter-influence" will add to any countermagick against an attempt to enter the system. Each success subtracts from the Adept's number of success on his attempt to infiltrate or invade.

••••• Create Drone

If a captured mage is truly impervious to mind control and indoctrination, he might be rendered mindless through **Intellectual Entropy** (Mage, page 191). The resulting piece of animate meat will only be able to perform the simplest tasks. The psychological effect of seeing a former Chantry-mate reduced to a mindless drone is extreme.



The process can take days or even weeks; the difficulty is the subject's Willpower + 3, and she may resist as if the Effect were Mind magick. Each success reduces the mage's permanent Willpower by 1. One roll is made per day of psychic assault. When the mage's Willpower drops to zero, she is mind-numbed for one week per point lost. If she loses twice her Willpower to this Effect, her condition is almost irreversible.

Forces

• Monitor Communications

This Effect (similar to the Iteration X Effect of the same name) is used by the Watchers Methodology, and requires equipment for intercepting and interpreting communications (radio broadcasts, satellite images, microwave transmissions, etc.). At least two successes are required to interpret the communications; only one success is required if accessing the system physically (such as by tapping phone wires).

Mind

The most extensive training of agents of the New World Order involves learning procedures to influence the Mind. Many advanced processes involve mindscaping (see below), the act of restructuring a subject's beliefs by altering his perceptions of reality or social interactions. Some Abilities, such as Interrogation, Intimidation, Sense Deception, Psychoanalysis, Torture or Seduction, may be used to reduce the difficulty of such magicks (see **The Book of Shadows**), or to make the Effects seem coincidental. Some processes *require* technical knowledge; an agent without Computer Knowledge cannot operate a sleepteacher.

Mind Effects can be resisted with Willpower (**Mage**, page 176) if the subject is aware of some outside influence. Most mental magicks are virtually impossible to detect outright, however, and a target must actively oppose the agent in order to resist. Mages usually know what they are dealing with when Mind-influenced, but Sleepers rarely recognize such coercion for what it is.

•• Move Along

When a unit of Men in Black carries out an operation, they will often station a few agents nearby to discourage bystanders from watching too closely or "getting involved." Their intimidating presence has a marked psychological effect on anyone getting too close. Anyone desiring to get close must resist this magick with a Willpower roll to overcome the effect of the intimidation. Otherwise, he will ignore the encounter and "move along."

•• Psychic Intrusion

Men in Black use this Effect to assist in interrogation. The agent may choose either to gradually weaken the will of his subject or to extract specific information. Each use of this Effect requires one hour.



NO ENTRY



If the agent is attempting to weaken the will of his subject, each success will reduce the subject's temporary Willpower by one. If the agent is attempting to gain information, each success will lower the difficulty of an Intelligence + Interrogation roll by one, to a maximum modifier of -3.

••• Plausible Denial

This Effect is used to make the subject forget that he has witnessed an event. Three or more successes wipes one offending memory away.

With repeated uses, large gaps of the subject's memory can be erased, although the subject will remember having "blackouts." Keep in mind that a Sleeper who responds to a Technomancer's statement "You saw nothing," with "Yes, I did!" will certainly attract serious reprisal...

••• Social Conditioning

This is one of the most useful procedures of the Ivory Tower. Over time, through Reality Programming, an agent can condition anyone to follow a set of beliefs or change the object of his loyalty.

This process can take days or even weeks to achieve. By wearing down the subject's beliefs, the magick weakens and eventually changes those convictions. The agent rolls his Arete against the subject's Willpower + 3 (see **Create Drone**, above); successes do not destroy permanent Willpower, but make the subject suggestible. When the victim reaches zero Willpower, Reality Programming begins.

Conditioning requires an extended resisted action against difficulty 6. Other Abilities may reduce this to a maximum modifier of -3. The Storyteller ranks the degree of Social Conditioning on a scale of 1 to 10; the agent must achieve this number of successes on the extended action to alter his subject's beliefs.

- 1 The subject will forgive minor grievances, like inadequate food or improper working hours.
[Example: An escapist film makes someone forget the unhappiness she has suffered over the last week.]
- 2 The subject will submit to minor Technocratic procedures without question.
[Example: Minor procedures include such things as the "Bavarian fire drill" in Wilson and Shea's *Illuminatus Trilogy*; fire drills, routine inspections, etc.]

- 3 The subject considers another individual to be a friend, and will trust him and act friendly towards him. The subject strongly considers another individual to be a potential enemy and will watch him closely for signs of betrayal. A mage will refuse to perform minor Traditionalist procedures; the idea of using a candle to channel Quintessence or a blunted dagger to direct "magickal energies" now seems ludicrous.
[Example: An Observer is programmed to befriend #6 in *The Prisoner*; children working with *The Spies* are conditioned to watch their parents for signs of treason in 1984; parents suspect their child is "up to something."]

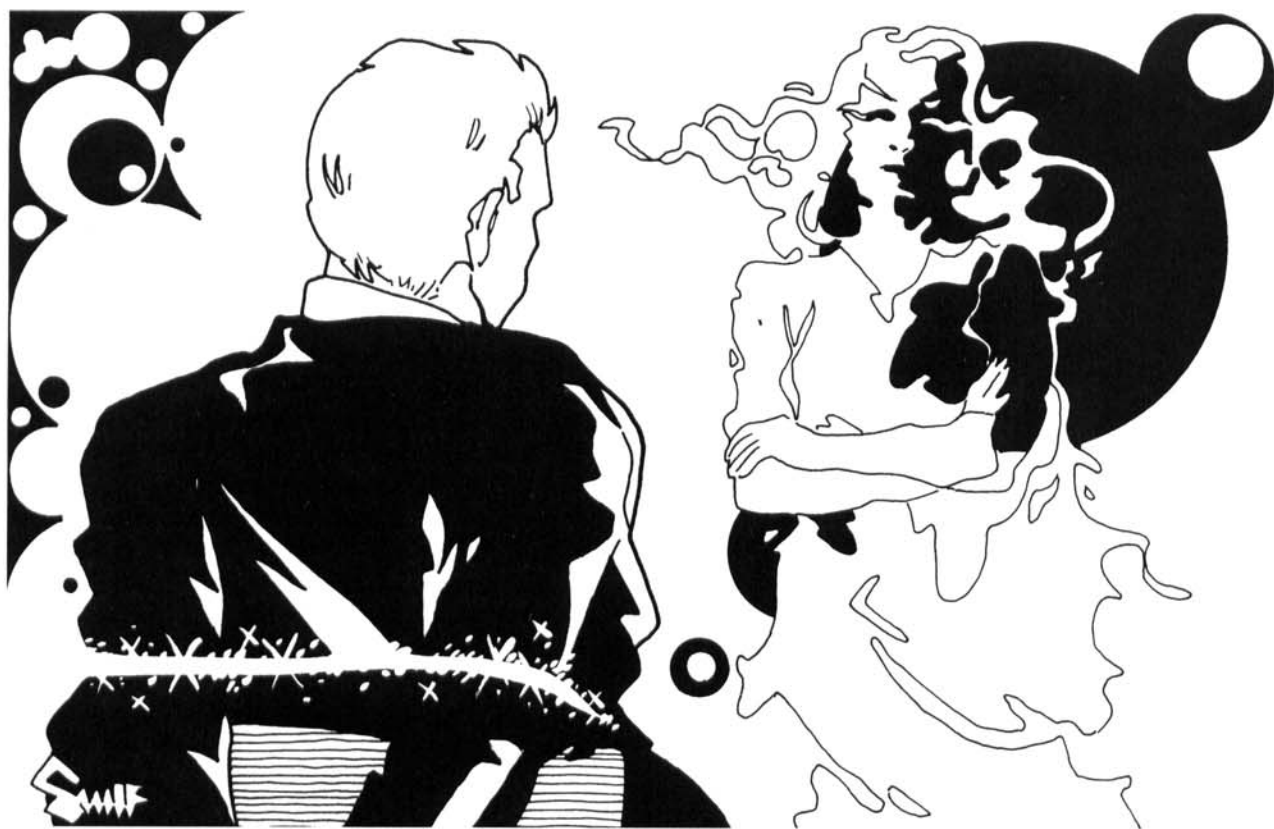
- 4 The subject considers another individual to be a social leper, and will actively ignore him.
[Example: In *The Prisoner* episode "Piece of Mind," #6 is declared "Unmutual" and no one will associate with him.]
- 5 The subject becomes docile and pacifistic. He has no hostile impulses and cannot summon the will to fight.
[Example: Alex in *A Clockwork Orange*; #6 after "Social Conversion" in "Piece of Mind".]

- 6 The subject is actively hostile to another individual, and will actively work against him and possibly violently assault him.
[Example: An individual is programmed to hunt down another individual.]
- 7 The subject considers another group to be an ally to his own, and will secretly work to aid them; the subject considers another group to now be his enemy and actively conspires against them.
If the subject is a Tradition mage, he has been Processed and will be loyal to the Technocracy. If the subject is a Sleeper, she is now an educated Sleeper and will work as a sympathizer. The sympathizer is no longer considered a "witness" for vulgar technomagick.
[Example: Conditioning the Masses against Emmanuel Goldstein during the "Two Minutes Hate" in 1984.]

- 8 The subject forgets ever having met a close friend or a close family member.
[Example: The parents of a Tradition mage forget their son or daughter.]
- 9 The subject will betray the object of his love or adoration, or treats a specific individual with reverence or religious devotion.
[Example: Winston's betrayal of Julia, or the Masses' worship of Big Brother in 1984.]

- 10 The subject is homicidal towards another type of person and will risk life and limb to destroy the object of his hatred; the subject is suicidal with remorse at being rejected by another group and will do anything to gain the group's favor again.
[Example: "He had come to love Big Brother." —1984]

Social Conditioning can be used as a subtle influence by combining it with mindscaping. Social Conditioning involves restructuring the belief system or emotional relationships of the subject, while mindscaping involves altering the environment of an individual to change his perceptions of reality.



Under normal circumstances (working in isolation with a sleepteacher, Ivory Tower technician and Men in Black), one conditioning roll is allowed per day. Note that the subject does not have to resist; if she performs the **Empower Mind Effect**, however, the agent adds +2 to his conditioning difficulty.

The levels of Social Conditioning are listed on the facing pages, ranked by the number of successes the Reality Programmer must accumulate:

••• Edit Memory

This process is performed by Intelligence Analysts or technicians of the Ivory Tower. Old memories can be replaced with new ones. The process usually takes several hours.

Servants of the Ivory Tower typically perform this duty with equipment, such as sleepteachers or drugs and virtual reality machines. The subject is restrained and sedated while an alternate reality is created for him. A mage may try to actively deny the altered state. The result is an extended Arete roll against the subject's Willpower +3 (see above). The process is considered an extended action, and one roll is allowed per hour. The Reality Programmer must amass five success. Once these are obtained, he makes his "Edit Memory" roll, rolling Sphere + 3 against a difficulty of 6. For each success, he may alter one memory in the subject's mind.

Field agents can attempt crude versions of this with VCRs or editing bays, but the procedure becomes vulgar at that point. The most useful variant of this involves videotaping a real or staged scene and "splicing" it into the subject's memory. The order and content of the subject's memories are altered. Extreme mindscaping orchestrated to induce insanity can involve splicing experimental films, commercial films or commercials into the subject's memory to make the subject believe he has personally experienced them.

The process used by Intelligence Analysts is, in terms of Storytelling, more complex. For details, see "Mindscaping" later in this chapter.

••••• Manchurian Candidate

At this level of efficiency, a Man in Black or Servant of the Ivory Tower can program a subject to perform a series of actions upon command. The difficulty for this Effect can be reduced by a conjunctional roll of Manipulation + Leadership or Instruction, but the first roll can be resisted by a roll of Willpower. If the Reality Programmer succeeds, a "trigger" can be specified to activate the sequence. After all, the human mind is like a computer—it can be programmed. Uses of this Effect include programming a mage to kill a member of his Chantry, programming a Sleeper to sabotage equipment, or programming a mage's relative or family member to take action to reduce the mage's renegade convictions. Refer to the "Social Conversion" table above for the number of successes necessary to program a subject to perform a specific task.

Spirit

As with most Technomancers, agents of the New World Order rarely have influence beyond Spirit 2. Note that there is a process for high-ranking Operatives listed below: **Strengthen Gauntlet**. Spirit 5 allows high-ranking agents to incorporate their minds from their bodies, but information on astral operations is highly classified.

• Detect Reality Deviant

Although Men in Black typically have limited understanding, their will is sufficient to allow them to see past subterfuge and obfuscation. A Man in Black can use this Effect to counter a vampire's **Obfuscation**, any Effect rendering a mage invisible or undetectable, the Garou Gift: **Blur of the Milky Eye** or **Blissful Ignorance**, or a wraith's **Enshroud** Arcanos. Compare the level of the Man in Black's Arete with the level of the subject's Discipline level, Rank, Sphere rating or Arcanos level. If his rating is higher than the rating of his target, any magickal success will let him spot his target.

Example: Agent Simm tries to spot a "Blurry" Ragabash werewolf. If Simm's Arete is 4 and the Garou is only Rank 1, the Man in Black can magickally pierce the Gift. If the werewolf were Rank 4, however, Simm would have a harder time, and if it were an elder he would have no chance at all.

•• Summon Paradox Spirit

This is a last-ditch effort used by desperate amalgams. If an operation is not working, or the secrecy of a mission is seriously compromised, the leader of the group will defer to the darkest impulses of his will. This Effect draws a Paradox spirit to the next magickal act, vulgar or otherwise, that is performed. The number of successes dictates the level of the summoned spirit. Who it goes after will be anyone's guess...

Careless use of this process is frowned upon. For more information on Paradox Spirits, see **Book of Madness**.

Time

• Synchronize Watches

Successful use of this Effect will allow the members of an amalgam to carefully coordinate the timing of an operation. This is particularly useful to Men in Black, allowing them to carry out procedures with shocking precision. Others may even suspect that the members of the amalgam are in constant telepathic contact. No one in the amalgam will need to actually check a watch or specify times at which actions are taken. This is performed as a communal Effect to make an amalgam appear to have orchestrated a battle plan second by second.

••• Download Specialization

Many field agents of the Ivory Tower are experts in specific subjects. Any Servant of the Tower can quickly absorb massive amounts of information by rapidly assimilating written text. The agent can download information on one topic prior to a mission by studying for one day.

Each success will increase his Dice Pool by one with any Knowledge Ability for one day's duration. As an alternative, the Servant can use this Effect in conjunction with the Research Ability, reducing the difficulty of the research by 1 for each success on his Arete roll (up to a maximum modifier of -3).

Complex Procedures ("Spells")

Sense Node (•• Correspondence, • Prime)

Kirlian lenses are used to detect the presence of Quintessence. By using proper equipment, a Watcher can sense the presence of a Node in a building. The range at which this rote will work is based on the General Effects Table (see Chapter Three of the **Book of Shadows**), not the Correspondence Range Table in the **Mage** rulebook.

Heat Seeking (•• Correspondence, • Life)

This spell represents surveillance devices that track individuals by body temperature. Amalgams can use these devices to search buildings for specific individuals. When tracking a cabal with heat-seeking surveillance, each success will uncover one individual in the group. Bricks and mortar will not hide criminals from the watchful eyes of the Technocracy.

Hail of Bullets (•• Time, •• Forces)

After extensive training, with the assistance of "military weaponry," a unit of Men in Black can drastically increase the effectiveness of their firepower. If ballistic weapons are used, the weapons involved have been altered to increase their rate of fire. If energy weapons are involved, the devices have been "hotshotted" to increase their destructive capabilities. In either case, the Men in Black use such a heavy barrage of firepower that the number of shots fired is impossible to estimate.

This complex procedure is communal (**Mage**, p. 178): use normal Firefight rules to determine how many shots hit, then make a group Arete roll at difficulty 8. For each success, roll for an additional attack. The Effect must be repeated each turn to work continually.

Psychological Breaking Point (•• Entropy, •• Mind)

By using his access to psychological profiles, a Servant of the Ivory Tower can determine the psychological weaknesses of an individual. This can be advantageous during interrogation. If a subject is undergoing interrogation, lower the difficulty of all rolls by one (to a maximum modifier of -3). The psychologist can also, with a modified roll of Intelligence + Psychology, uncover a mage's psychological "Achilles' heel," whether it is a phobia, unusual sexual proclivity or addiction. In game terms, a successful application of this complex procedure will also reveal Psychological Flaws.

Phone Tap (•• or •••• Correspondence, •• Forces)

Watchers are experts at sending encoded messages and monitoring enemy communications. Sending a message requires Correspondence 2; intercepting a message requires Correspondence 3. If Watchers are monitoring a telephone, the subject will detect the intrusion with an opposed roll of Perception + Alertness. Note that hearing a conversation in a room with a telephone does not require that a "bug" be in the telephone or even that the phone be off the hook.

Holdout Weapon (••• Forces, •• Prime)

The agent using this complex procedure is assumed to have some form of deadly energy weapon "up his sleeve." As long as the user appears to be a government agent and is reasonably discreet, the procedure is usually coincidental in urban areas. The apparatus can be any type of pistol-shaped device. This procedure is easiest to use if no Sleepers are present.

Red Button (••• Entropy, ••• Forces, •• Prime) "No! Not the Red Button!"

This procedure is employed when raiding the laboratory of a Son of Ether mad scientist. If the Arete roll is successful, the agent can find the weak point of the Etherboy's machine and sabotage the device with a roll of Intelligence + Repair or Technology, difficulty 7. If he succeeds, the device will self-destruct within thirty seconds, usually with a dramatic explosion (Forces + Prime). Many Ether mages are used to this type of persecution, and often prepare for this contingency by installing an aural or visual countdown to warn bystanders of the coming explosion.

Strengthen Gauntlet (•••• Spirit, •• Prime)

This is a rare rote possessed by a few Intelligence Analysts and Men in White. The Storyteller may choose to use it as part of an ongoing campaign. The results, under the proper circumstances, will increase the Gauntlet or Shroud of a captured area.

Although this ritual dates back to the destruction of Mistrudge in the early thirteenth century, its most famous use was after the resolution of the Whitechapel Murders in 1894. Archibald St. Crispin and his black-clad Scotland Yard detectives eliminated a Chantry of mages summoning wraiths to ritually slay the living. In the course of his investigations, St. Crispin gradually learned about the menace of the unseen world. After the wraiths were destroyed, St. Crispin surveyed the remaining area and proclaimed the words, "This house is clean." This has become a tradition in this type of operation.

If an amalgam of Men in Black (or Void Engineer "ghostbusters") can hold an area for 24 hours after cleansing it of the occult, an Intelligence Analyst may send in a high-ranking official to survey the results. The communal procedure is then performed with the assistance of all Men in Black present. If the amalgam obtains at least five successes, the Gauntlet rating of the area will increase by one for the duration of the Effect. Difficulties involving the Shroud will increase by 3 (see **Wraith: The Oblivion** for more details on the Shroud).

Persona (•••• Life, •• Mind)

The agent has had plastic surgery to alter his appearance. With sufficient data, the disguise will be thorough enough to fool the subject's acquaintances. The conjunctural use of the Mind Sphere discourages anyone from looking too closely. A roll is only required if someone suspects the agent of being in disguise (Perception + Awareness, difficulty 8, penetrates the disguise).

Pirated Media Blitz (•••• Mind, ••• Correspondence, •• Forces)

This can be a risky but effective complex procedure. The target(s) can be in any room where a television or radio is present. If the Watcher in charge has a sufficiently high Arete rating, the transmission can be used over a wider area, such as a city. Subjects may oppose with Willpower if they choose to be skeptical of the local media. The Watchers have the power to interrupt commercial broadcasts with falsified "emergency bulletins" regarding "dangerous criminals." If the complex procedure succeeds, all viewers will consider the "criminal" to be a menace and will report any sightings or suspicious activity that can be tied to the mage. The Effect also diverts any responses to a NWO set-up.

However, if this complex procedure fails, Paradox will immediately slam on the pirating broadcast station, damaging equipment and possibly Technomancers as well. For this reason, pirate stations usually broadcast from very remote locations.

Mind Games

Oh, I was cured, all right.

—Alex, *A Clockwork Orange*

When mages or rogue Technomancers pose a great threat to the Technocracy and show resistance to simple techniques of indoctrination, specialists (such as Men in White) may orchestrate more complicated tactics to psychologically control their prey. Several examples are listed below.

Daedalus Gateway (•••• Correspondence, ••• Mind)

The subject is transported by vulgar procedures, yet is discouraged from realizing that his location has moved. One application of this is forcing a cabal exploring a building or Construct to take the same route repeatedly, regardless of the course of action they choose. This can be countered with Correspondence influence or a great expenditure of Will (two points per success on the procedure roll).

Imaginary Friend (•••• Mind, •• Prime)

As I was walking up the stair,

I met a man who wasn't there.

He wasn't there again today.

If only he would go away...

—Children's Nursery Rhyme

After one day of indoctrination, the subject is programmed to be the only one to see or hear from a fabricated persona. This can be anything from a Man in Black who is always hiding nearby watching to a wraith of a dead friend or phone calls from someone who has defected from the Chantry.

The subject can break this paranoia by an extended Willpower roll. One roll is allowed per day; the mage's successes must exceed the successes of the programmer.

Destructive Paranoia (•••• Mind, •• Entropy, •• Prime)

After one week of magical indoctrination, the subject becomes programmed to believe he is in a world slightly different from his own, one where his persecution has drastically increased. After the conditioning ends, the paranoia remains, and lasts for the duration of the Effect.

The artificial reality will slowly drive the subject insane unless he resists. Friends will notice that he is not exactly in the same reality as the rest of them. The subject can make one Willpower roll (difficulty 8) per day. Each failed roll results in the loss of one point of Willpower; each successful roll brings him one step closer to sanity. The victim needs to accumulate more successes than his programmer had to escape. If a mage is thus reduced to zero Willpower, he is permanently in the other world and takes on an appropriate level of Quiet. The delusions have driven him to permanent insanity and an alternate interface with reality.

Typical delusions of destructive paranoia can range from the plausible to the extreme. The victim might, for instance, come to believe that his Chantry mates have split personalities and are conspiring against him when he is not around; that the neighbors' dogs are plotting against him and making plans telepathically; that Progenitors have equipped all the roaches in his apartment with monitoring devices; that invisible men are watching him;

that the television can watch him, too; that all kitchen appliances secretly serve the Technocracy; that the Technocracy is just a front for an alien invasion, and so on.

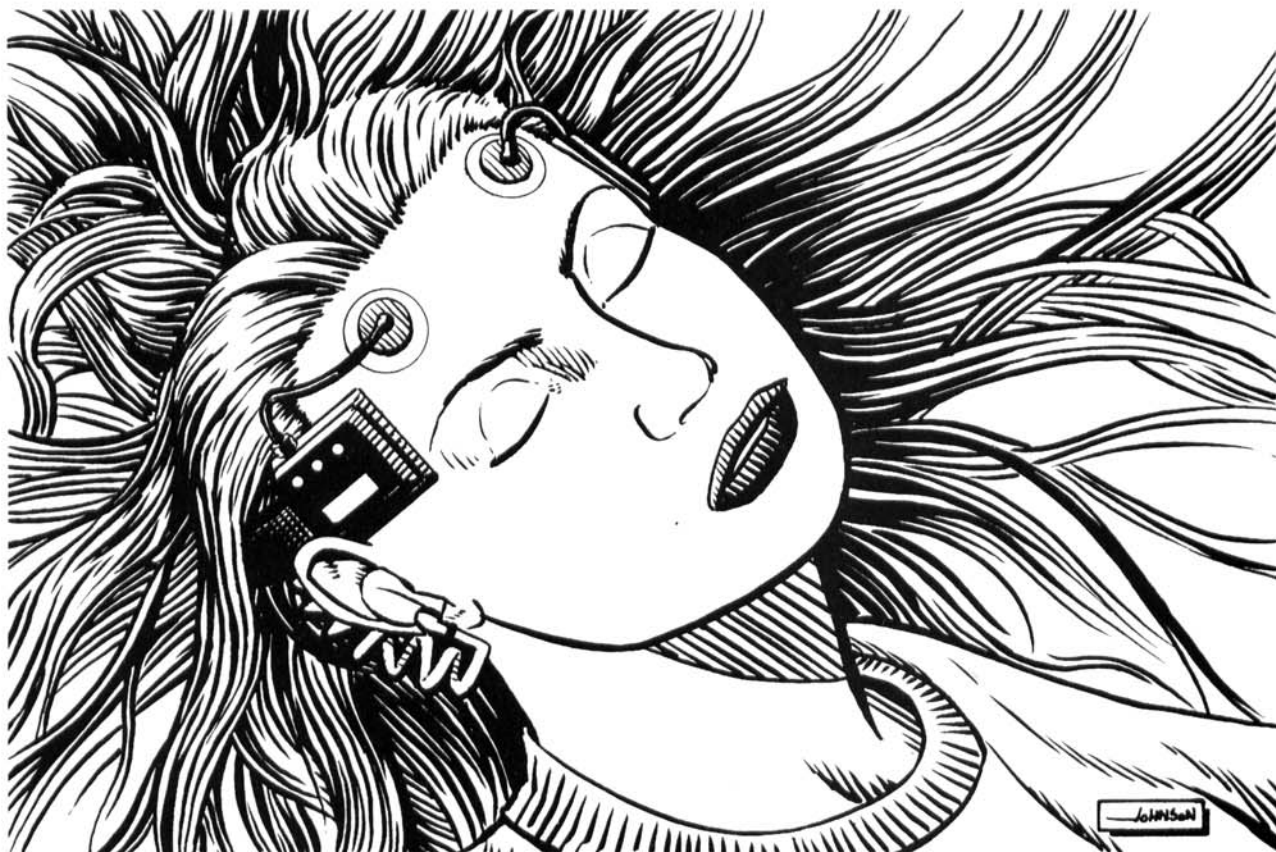
It is a common practice for the Technocracy to offer to "save" mages who seem to have suddenly slipped into Quiet. The subject often concludes her harrowing adventure by feeling remorse for living a life of Reality Deviance. The process sometimes backfires, however, and creates a Marauder instead!

Degree Absolute (••••• Mind, ••••• Correspondence)

A captured mage can be drugged and psychically isolated within virtual reality equipment to make her think she is in another environment. A Servant of the Ivory Tower can then program a series of events to test the reactions and psychological limitations of the subject. Any environment can be created. The mage's mind is in the machine.

One common version of this is a simulation of the state of Quiet; other possibilities include placing the subject in a "world" parallel to this one but acceding to another reality paradigm (a town in the Wild West, a children's fable, a fantasy world), placing him back in his Chantry with Gray Men impersonating his Chantrymates, or, for extremely dangerous renegades, even a town or village isolated from the real world where he can be subjected to "retirement."

If Paradox Backlash results, events may begin to go in the subject's favor, the interrogator may take psychic damage from the ensuing battle of wits, or the mage may



Storyteller Hints: Mindscaping

His mind is now yours. What do you want from it?
—The Prisoner, "A, B & C"

Several of the Technocracy's mind-altering procedures allow for major changes to a mage's reality with only a few die rolls. A lengthy period of indoctrination is required, allowing a chance for other Tradition mages to rescue their ally, but a sadistic Storyteller can still misuse these Effects to thoroughly abuse the characters in his campaign. A subtle and ingenious Storyteller, however, can use his advanced repertoire of storytelling techniques to change a few die rolls into a mind-altering adventure. Mindscaping rules should be used to advance the plot of an adventure, not to punish the characters (or players) for having free will. The entertainment of the players is far more important than sating any dictatorial whims of the Storyteller.

The Storyteller should describe the process of conversion or indoctrination. If the procedure is performed using a device like a sleepteacher or virtual reality device, a story should definitely be involved. The easiest way to do this is with a dream sequence. In this lucid dream, the Technocracy controls the story, and the Awakened mage (or rogue Technomancer) is the lucid dreamer trying to escape their lies.

This type of story is easiest to run if it resembles real life. For instance, the mage may imagine that she is back in her Chantry and that she has been covertly contacting a Man in Black and considering defection. The player must then roleplay through the alternate situation.

The mage may use magick to escape situations in the story; however, Paradox results in the story working against him. If the Technocracy achieves Paradox as part of the procedure, the story will still work in favor of the mage, possibly undoing previous work.

The other players in the group don't have to just sit by and watch. The Storyteller can "cast" them in roles as "extras," such as alternate versions of their characters, Men in Black, innocent bystanders and so on. Other players may be "let in on the joke" in good troupes.

Numerous works of fiction can provide inspiration for this type of story, such as Ursula LeGuin's *Lathe of Heaven*, Phillip K. Dick's "We Can Remember for You Wholesale" (loosely adapted into the movie *Total Recall*), and various *Prisoner* episodes, such as "A, B & C" and "Living in Harmony." Groups with an affinity for live-action are challenged to attempt a session based on *Prisoner* episode #16, "Degree Absolute."

Constructing Mindscape Adventures

Intelligence Analysts may also attempt this type of conversion in the real world. This is done by placing psionic agents in the field and orchestrating a plot to deceive the subject. The Storyteller must construct a session with the possible outcome of altering the way the protagonist thinks. For instance, a group of Gray Men trying to enact the **Alter Memory** procedure might fake the death of a mage's friend or show a loved one working as a tool of the Technocracy. After the plot is enacted, an indoctrinator must be near the subject long enough to alter his mind. This is easiest if a Gray Man completing the operation has infiltrated the subject's Chantry. Subliminal broadcasters placed near where the subject sleeps are another method, although the subject should then have a chance to find them. (Refer to Phillip K. Dick's *Through a Scanner Darkly* as an illustration of the effect of this.) If the plot succeeds, the indoctrinator must make a roll to "win" the mind of the subject. The British television show *The Prisoner* shows many examples of how to structure this type of plot.

The result is a highly psychological adventure designed to fool both player and character. Remember, above all else, to use skill, not force, when running this type of adventure. When reduced to "roll-playing" and crude manipulation, this type of adventure can deny free will and lead to player disaffection. When skillfully done, the challenge of a mindscape adventure makes for truly memorable gaming and even masterpieces of storytelling.

actually be shunted into another similar reality. In the case of artificial Quiet, the mage's mind may be permanently ripped from his body, yet still exist in the machine.

Alter Paradigm (••••• Mind, ••••• Entropy)

By inflicting prolonged torture and indoctrination, a Servant of the Ivory Tower can destroy a mage's system of belief. The process involved is the same as the **Edit Memory** Procedure, but each roll represents a week's worth of effort. The indoctrination takes several steps.

Successful completion of the Processing moves the mage one step along the conversion process.

- **Step 1:** The mage can still cast magick without using a focus in a nonscientific paradigm.
- **Step 2:** The mage requires a focus whenever he works magick, although the Effects are guided by a nonscientific or alternate scientific paradigm.

- **Step 3:** The mage requires a technological focus whenever he works magick, although the Effects are guided by a nonscientific or alternate scientific paradigm.

- **Step 4:** A technological focus is required every time the mage uses magick or procedures, and the Effect of the mage's magick accedes to a scientific paradigm.

Sons of Ether and Virtual Adepts begin Processing at Step Two. All other Tradition mages begin at Step One. The mage is moved from step to step until he has been amended to conform to the Reality of the Technocracy.

Talismans and Gadgets



Do be careful, 007...

—The original “Q,” any given James Bond film

Each Methodology has a different opinion on the need for Talismans. Generally speaking, many Watchers regard them as essential for talented agents, many Servants regard them as a necessary “crutch” for less-talented agents, and many Intelligence Analysts within the Operative Methodology still debate the importance of so-called “secret agent gadgets” or “spytech” in field work.

For Watchers, Talismans are usually surveillance devices or recording equipment. The only requirement for a Technomancer to use one is, of course, that she be Enlightened. These devices fit within the consensual reality paradigm because of two basic prevalent ideas: that media is an objective portrayal of the world around us, and that the government has a seemingly limitless ability to survey and observe the Masses.

Most devices of the Ivory Tower involve psychological control, education, indoctrination and computer security. The efficacy of these machines depends on the idea that the human brain works much like a sophisticated computer, one that can be programmed and scientifically controlled. Postman's book *Technopoly* emphasizes that one of the hallmarks of technocracy is the proliferation of comparisons between machines and human beings. Devices of the Ivory Tower operate on this analogy: the mind has been reduced to a machine.

The Tower shares the responsibilities of computer security with the Void Engineers. The Voids are best equipped to patrol areas like the Digital Web; the Servants are better equipped to deal with real-world machines. Ideas for computer Talismans and computer security can be found in *Virtual Adepts* and *Digital Web*.

There is an ongoing debate among the Operatives over the need for Talismans. Many agents refer to them as “gadgets.” These devices were extremely popular during the 1950s and 60s, especially after the Karpov Umbrella Incident (see Chapter Two) and the defection of a handful of Sons of Ether in the early 1960s. Sympathizers

within the entertainment industry also achieved a major coup by popularizing secret agent movies, such as the widely celebrated James Bond films. The public came almost to *expect* agents to carry expensive toys. Some constructs even began to refer to centers' Talisman R&D as “Q Divisions.”

Some Analysts believe they can improve the efficiency of Black and Gray Suits by giving them a few key gadgets. Others realize the problem with this: if a covert agent is found with a gadget, it reveals him as a spy. Moreover, the average Virtual Adept or Son of Ether would greatly benefit by capturing one of these gadgets. Nonetheless, the history of espionage has involved a shift from the idea of a talented individual having the capacity to subvert a government to the notion that spies are only as good as their spytech.

Optional Rule: Assigned Gadgets

Most Technomancers do not own potent Devices; rather, they are issued by supervisors, who revoke the gadget if the agent steps out of line or transfers. If the Storyteller wants a system for this exchange, NWO agents may be given a certain pool of Background points with which to “buy” gadgets from their Methodology. These points are used as leverage by supervisors to insure good performance. Needless to say, things will go hard for an agent who steals gadgets from her superiors.

In a Technocracy campaign, an agent's Talisman rating may represent her standing with “Q Division,” resulting in an Analyst trusting her to protect the gadget. If this is the case, losing a gadget will reduce an agent's Talisman rating by one for the next two missions. If the rating is ever reduced to zero, the Analyst will no longer assign the agent gadgets.

Close groups of Operatives may pool their points to “buy” special gadgets like Spectre Limousines or Manar Stations (see below). In these cases, the conduct of the group as a whole will determine the points they get as individuals. The better the amalgam, the richer its gadgets.

Conduct

Poor
Fair
Good
Very Good
Exemplary

Background Points

0-3
3-5
5-7
7-10
10+

Watchers

The American people know what the American people see.

— George Bush

Watcher Talismans can be placed in one of two categories: surveillance devices and recording devices. Most surveillance devices are not personal, but many field agents have the security to use them as part of a mission. Most recording devices are used to document a mission or even to actively disprove or debunk supernatural activity.

•• 1/2 Inch Deck (Vid-Cam)

Arete 2, Quintessence 10

Just as Virtual Adepts treasure their computer decks, field observers and reporters value their video equipment. A Watcher can purchase a video deck for 4 Background points. The Talisman uses Prime 2 to power other devices; for additional Background points, he can add Talismans like a color filter, light meter, shotgun mike, and so on. If a Technomancer can channel Quintessence into the Device, it can store the energy, allowing the caster to reduce the difficulty for his special effects (to a maximum of -3).

•• Light Meter

Arete 3, Quintessence 15

This Device allows a Watcher to adjust his photography equipment and lighting to evoke a desired effect. Since the camera of an Enlightened Watcher is an objective observer of the scene it records, adjusting the Device will alter the environment it is portraying. The processes are mainly conjunctional Effects of Mind 2 and Time 2. Three examples are listed below.

1) Increase color temperature of lighting

The photographer can set his camera to work with high-temperature lighting, giving the environment a sterile, antiseptic feel. This will dampen emotions, reducing any Attribute + Ability roll relating to sensing emotions or using Empathy with a resisted roll of the agent's Arete.

2) Decrease color temperature of lighting

The environment will take on a slightly yellowish glow. Anyone in the scene will have a slight sense of nostalgia, increasing their propensity to remember the past. The Effect is similar to the Cult of Ecstasy Effect: **Sugar Magnolias**, save that each success will increase Dice Pools to remember past events.

3) Extremely high-key lighting

This is used to assist in interrogation. A victim subject to this type of lighting for at least an hour must



make a Willpower roll or lose one point of Willpower. The subject must be conscious and have his eyes open; this is not cumulative with sleepteaching.

•• Xenon Bulb

Arete 3, Quintessence 15

This type of lighting can be attached to a video deck or camera for use in an emergency. Activating the Device will temporarily stun or blind anyone within view of the flash. The defender must roll Willpower (difficulty 8) or be stunned for two turns. The Device uses a conjunctional Effect of Forces 2 and Prime 2.

••• Shotgun Microphone

Arete 3, Quintessence 15

The shape of this type of microphone allows the user to hear at a greater distance. An optional parabolic attachment is included. The distance at which the microphone is effective is determined by the General Effects Chart, and the Effect is the result of Correspondence 2 and Forces 2.

Manar

This surveillance Device works in a manner quite similar to radar, save for the fact that it is attuned to monitor magickal energies. The "sweep" of the manar (pronounced MAHnahr) varies with the strength of the Device. Operating the Device requires an Enlightened user and a roll of Perception + Awareness. The number of successes determines the amount of detail the Watcher using it receives. The Effect is the result of Correspondence 2 and Prime 2.

A targeted mage can try to duck a manar scan in a number of ways: the Arcane Background subtracts one scan success per point of Arcane; the mage can "dump" her Quintessence by channeling it into something or someone else with Prime 2; Correspondence can foul the scan by moving the mage out of range, and targeting can be "clouded" by moving into a Quintessence-laden site. Using magick is risky when someone with manar is scanning you, however; each Sphere used adds an automatic success to the scanner's roll (maximum +3).

Successes

Information

1	Magick activity noted
2	Subject discerned
3	Subject temporarily located
4	Subject locked and tracked
5	Subject noted, tracked and analyzed for magickal potential

• Portable Manar

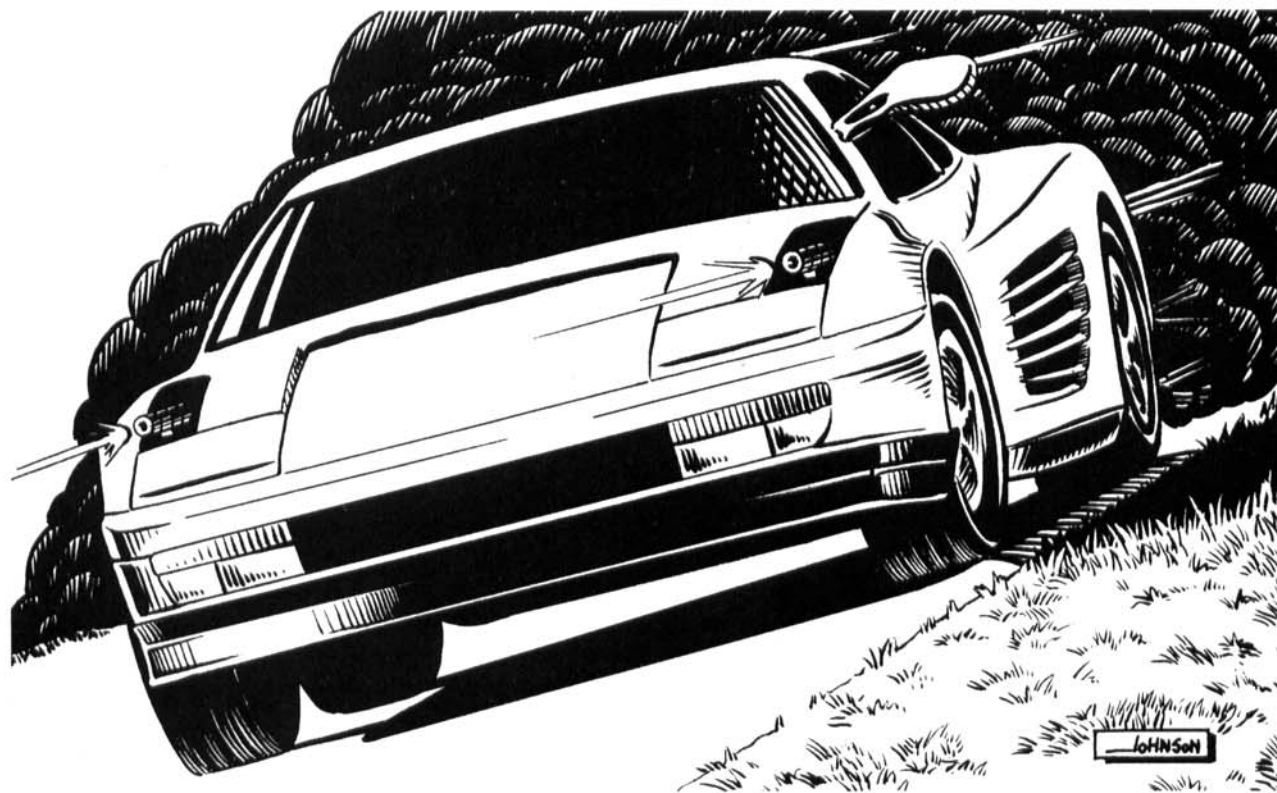
Arete 2, Quintessence 10

Think of the devices used in *The Thing* or *Aliens* to detect xenomorphs. Now imagine it sensing magick. The difficulty of the Arete roll is 5.

•• Vehicular Manar

Arete 3, Quintessence 15

This might appear like the radar scope used in *Goldfinger*. The area of effect covers roughly a city block. The difficulty of the Arete roll is 6.



••• Green Dome Manar

Arete 4, Quintessence 20

Picture the surveillance station monitored in *The Prisoner*. This can monitor activity throughout a city, and can be installed in a safe house. The difficulty of the Arete roll is 7.

•••• Orbital Manar Station

Arete 5, Quintessence 25

It's unlikely that characters will "own" this type of manar; consult the section on pooling Background points, above. The station monitors a city or other large geographic area. Think of the targeting systems used to direct lasers from orbit in *Akira*.

Men in Black

Nerve gas. One squirt, you're paralyzed. Two squirts, you're dead.

—*The Prisoner*, "Schizoid Man"

Gadgets of the Men in Black can be divided into two categories: personal and vehicular. The members of an amalgam can share a vehicular Talisman, and they may pool their Talisman points to add to their vehicle (see above). Personal gadgets are carried by the agent himself.

•••• The Spectre Limousine

Arete 4, Quintessence 10

The Men in Black rely on ground transport to assist in the dispersal of their troops. The most common model is the Spectre Limousine. The vehicle is, of course, black, and is either the size of a luxury sedan or a full limousine. Gray Men have access to similar vehicles, usually ones based on current or classic sport scars. At the directive of an area's Intelligence Analyst, the vehicle may also be equipped with additional Devices for operation in the field. Misuse of a Spectre Limousine can lead to suspension of the agent or temporary confiscation of the car.

The engine of the automobile stores Quintessence using Prime 3, and can channel it to any of the Devices on the vehicle. A few sample accessories are listed below. (Please cue your CD player to the James Bond soundtrack at this point.)

•• Smoke Cloud

Arete 3, Quintessence 15

To foil pursuit and facilitate exfiltration, the car releases a cloud of smoke to discourage anyone behind the vehicle from following it. The driver of the pursuing car must resist with Willpower to negate this Mind 2 Effect.

••• Nitro-Quintessence Injector

Arete 4, Quintessence 20

The car can inject a mixture of Quintessence and nitroglycerine to rocket the car at extreme velocities. Each success on the Arete roll (difficulty 5, with the Effect based on Time 2) will increase the speed of the car up to double normal speed. Usually, however, agents will not set one to top speed. Driving rolls must remain your friend, and Paradox at 250 miles per hour is not very pretty.

• Vehicular Manar

Arete 2, Quintessence 10

See the section on "Manar" under "Watcher Talismans."

•••• Bootlegger Jets

Arete 5, Quintessence 25

Small jets at the four corners of the vehicle allow it to turn 180 degrees at any speed. The coincidental Effect reverses the direction of the car and instantly begins slowing it down as the wheels begin to push in the opposite direction.

One useful variant of this Talisman are Attitude Jets, available at the same cost. Each successful activation of the jets adds one die to the driver's Dexterity + Drive Dice Pool.

••• Energy Shielding

Arete 4, Quintessence 20

This protects the vehicle from energy and magical attacks, thanks to Primium furnished by Iteration X. Three dice of countermagic are patterned into the metal. For an additional Background point, a retractable Primium shield can be raised or lowered in front of the windshield or the rear window, offering four dice of countermagic. This Device cannot draw Quintessence from the engine; once the Quintessence has been used up, the Primium is at a minimum.

••• Ejector Seat

Arete 4, Quintessence 20

The individual in the passenger seat is rocketed to a high altitude. If this is intentional, the driver will have taken the precaution of mounting a parachute to the seat. If not, the offending mage better have precautions of his own. The Effect is Forces 2, Prime 2. Ejector seats can also be installed in the back seats of the car.

••• or •••• Holdout Weapons (personal Devices)

Arete 4, Quintessence 20

Nearly *anything* can be used as a secret holdout weapon. Q Division gets really tired of requests for these, and agents who are overly fond of such things are sometimes suspected of secretly working for the Sons of Ether. Examples include a laser pen, exploding cufflinks, a poison pen (capable of squirting acid), a semi-automatic umbrella, poison lipstick (engineered to not affect the wearer), a wristwatch with rotating blades on the dial, a laser flashlight, et cetera, ad nauseam. Despite what some Gray Men might think, showing off these sorts of toys back at the bar in the Security Collective singularly fails to impress anyone after a while. (*"Been there, killed with that."*) You're better off with standard weaponry.

Servants of the Ivory Tower

Log on, tune in, burn out.

—net.goth motto

Most Talismans used by Servants of the Ivory Tower are not used in the field. In a Technocracy campaign, a Servant with the Talisman Background either has the security clearance to access this type of Device at a Construct whenever he needs it, or uses it enough to

warrant having it as a permanent fixture in a safe house. Other Talismans are used as security devices and are included for Storytellers who wish to make use of them in Constructs.

•••• Tempest Hardening

Arete 5, Quintessence 25

Many threats to computer security come from the supernatural world. Tempest hardening is a counterprocedure that shields a computer, machine or electrical system from intrusion through the Umbra or Shadowlands. TEMPEST systems in the world of Sleepers allow a surveillance crew to read the screen of a computer by monitoring the energy flow from a distance. Tempest hardening prevents this. In the Technocracy, tempest hardening makes it more difficult to enter a computer system by using supernatural abilities like the **Inhabit Arcanos** (in **Wraith**) or the **Glass Walker Gift: Phone Travel** (in **Werewolf**).

The strength of the hardening depends on the level of the Talisman. The standard setting allows for five dice of countermagick. For each level the Arete of the Device is raised, increase the Dice Pool of the security procedure by one. The Device uses a conjunctional Effect of Spirit 3 and Prime 2.

•••• Sleepteacher

Arete 5, Quintessence 25

All of the many varieties of this Device either allow a Servant to learn quickly or assist an agent in studying efficiently. If used for teaching, the instructor must roll Intelligence + Instruction or Intelligence + Computer to operate the machine. Each success will double the amount of "time" spent in the machine and reduce the difficulty of the next learning roll by 1 (to a maximum modifier of -3). The Effect is conjunctional, relying on Mind 3 and Time 2.

Sleepteachers can also be used in Mind Games or for mindscaping. The Device is used as an apparatus and lowers the difficulty of the appropriate Arete roll by 1.

•••, •••• or ••••• Subliminal Broadcaster

The Servants are masters at relaying information by subliminal methods. At Mind 2, the Device will evoke specific emotions; at Mind 3, messages or information will be conveyed; at Mind 4, commands can be given. If the subject wishes to resist, a Willpower roll is allowed. Usually, however, the subject should roll Perception + Awareness or an **Empower Mind** roll to even realize subliminal persuasion is being used! This Device could be a tape player set at sublim speeds, speakers set in a hallway, headphones on a portable stereo, or any similar transmitter.

Security Talismans

A few Devices used in Constructs, especially Horizon Constructs, are noted here. Since the Ivory Tower oversees the administration of these Devices, they often have authority in deciding when and where to use them.



••••• Schroedinger's Closet

Arete 5, Quintessence 25

If properly used, the application of this Device is coincidental. An Enlightened Technomancer steps into a building, such as a safe house, away from the watchful eyes of Sleepers. As long as he is inside the building, any curious Sleeper outside will assume that the missing person is inside. In actuality, the agent activates the Talisman and uses Correspondence to travel to a Horizon Chantry. Even if the building is raided later and no one is discovered inside, the Paradox slams down on the building on the ground, not the agents safely in the Horizon. This deception uses Correspondence 3.

••••• Extraction Device

Arete 6, Quintessence 30

This is an emergency Device used during failed missions. The NWO agent monitoring the Device can instantly snatch agents from the field into a safe location. Agents are *extremely* wary of using these, and placing oneself in a position

where vulgar extraction is required will often result in disciplinary action. Usually, these locations are isolated from sensitive or populated areas since the possible Paradox backlash might jeopardize the immediate area. The procedure relies on Correspondence 4.

If the Device is used in a Horizon Construct and the agents are extracted from an area on the front lines, Paradox will apply to the *extracted* agents, not the Construct. If the agents are wounded or killed, this is often considered to be their punishment for requiring extraction.

••••• Horizon Gateway

Arete 6, Quintessence 35

Using Correspondence 5, this Talisman establishes a permanent "conjoinment" of two physical locations, one on Earth and one in a Horizon Construct. Anyone can step through the Horizon Gateway to enter the Construct. These Devices are always carefully hidden and cautiously guarded. Some are built with a conjunctional application of Mind 2 to discourage anyone from looking for them or even noticing them.

Shadow Warriors



The world is as one. We are Americans.

—George Bush

Although the New World Order is a diverse Convention, any Storyteller can benefit from having statistics for a few typical agents on hand.

Operatives

Whether searching out Reality Deviants or ensuring ideological purity, these agents of the New World Order fight the never-ending battle to make the world secure.

Men in Black

Not all Black Suits are the same. Some are mindless, soulless constructs programmed to do the bidding of their masters, while others are independent and intelligent masters of espionage directing other agents in the field. Statistics for mindless constructs appear in the Appendix of the **Mage** rulebook. As stated there, they are often pale, hairless creatures that dissolve into nothingness after being destroyed. Feel free to use them to pad out an amalgam when you're a few agents shy; otherwise, sympathizer Black Suits will do. This type of amalgam is good for throwing a lead-slinging group of "crunchies" at a cabal of mages. They are often structured in a Hive Mind (see the sidebar) and if they are used in campaigns this way too often, they can become rather dull.

Men in Black are more interesting when they use subtlety, show judgment, have personalities and stand a chance of surviving a fight. One or two advanced Men in Black will often work as part of a larger amalgam of "crunchies."

Advanced Man in Black

Attributes: Strength 3, Dexterity 3, Stamina 3, Charisma 2, Manipulation 4, Appearance 2, Perception 4, Intelligence 4, Wits 3

Abilities: Alertness 4, Athletics 2, Awareness 2, Brawl 2, Dodge 3, Intuition 3, Streetwise 2, Subterfuge 3, Drive 2, Firearms 3, Meditation 2, Melee 3, Stealth 4, Enigmas 1, Investigation 3, Occult 2

Spheres: Two at 3

Backgrounds: Avatar 2, Arcane 3, Talisman 4

Willpower: 8

Arete: 3

Gray Men

The most common duties of Gray Men are supervision of Men in Black and infiltration. This type of agent is usually a trained spy rather than a more generic "policeman" of Reality. Female agents often work in this rank, but rarely work among the Men in Black.

Attributes 7/5/3, **Abilities** 13/9/5, **Backgrounds** 4, **Willpower** 9, **Spheres** 6, **Arete** 4

The Hive Mind

One of the most legendary aspects of the Men in Black is the phenomenon known as the Hive Mind. Many mages outside the Technocracy believe that all Men in Black in an amalgam share a communal intelligence, allowing an amalgam to act as one. This is only marginally true, but makes for great press.

Not all Black Suits are robotic fascists, nor do all of them utilize a Hive Mind. The Unit Leader must decide how to structure his group. Usually, the training of the amalgam is thorough enough that the group practically acts as one. Since most Enlightened agents also have at least enough Mind influence to use simple telepathy, working in conjunction with another agent without openly communicating is quite easy.

If most of an amalgam is composed of semiconscious constructs, however, the Unit Leader may decide to link all the minds to his. This requires that all the participating agents have at least two levels of the Mind Sphere and an Arete of at least 2. The Unit Leader only needs to perform the **Multitasking** Effect. A successful roll by a Man in Black means the agent can interface with the mental control of the Unit Leader, who can then direct all his agents by remote psychic control.

Intelligence Analyst

Any Security Construct will have at least one of these masterminds of espionage present. They often have specialties relating to the areas they survey, including knowledge of local politics, street activity and occult activity.

Attributes 8/6/3, **Abilities** 15/10/6, **Backgrounds** 5, **Willpower** 9, **Spheres** 6, **Arete** 4 or 5

Men in White

Only through decades of dedication and repeated demonstration of loyalty does an agent rise to the rank of the inhumanly devoted and ruthlessly efficient commanders of the shadow warriors.

Attributes 9/7/4, **Abilities** 17/13/10, **Backgrounds** 6, **Willpower** 10, **Spheres** 9, **Arete** 5+

The Ivory Tower

Consider the Ivory Tower to be a "catch-all" Methodology of devoted workers for the New World Order. Many sympathizers will have typical "mortal" stats, especially those performing menial functions. Of the variety of Servants working for the Union, two are listed below.

Rogue Agents

The Ascension War is not the strictly bipolar conflict many make it out to be. Anyone fighting in the war, whether Traditionalist or Technocrat, must have a personal reason for fighting. There are some who would rather remain independent of the conflict than subscribe to either philosophy. These independent agents are known as Rogues.

A Rogue will typically place his own survival over any consideration for mages on either side. If this means selling out information from one side to the other and jeopardizing the lives of others to ensure his own survival, so be it.

Rogue Technomancers are often motivated by a need for individuality and privacy. Prolonged espionage work in particular can have an especially deleterious effect on an individual's personality, often stripping him of his ability to feel honest emotions or develop sincere relationships with others. Rogue Traditionalists are often motivated by contempt for the bitter fighting between Traditions. Prolonged service to the Traditions often results in an inability to subscribe to any one political philosophy.

In either case, Rogues will usually either pretend to be working for both sides to keep tabs on their enemies or associate with groups like anarch vampires, Ronin Garou and Hollow Ones. Regardless of which option they choose, when they are discovered by either side, most would rather subject them to death or Gilgul than try to rehabilitate them. (For another interpretation, see Secret Agent John Courage in *Digital Web*.)

Educators

These agents must be able to travel freely between Conventions if necessary and hold as wide a variety of Knowledge-based Abilities as possible.

Attributes 7/5/3, **Abilities** 14/8/6, **Backgrounds** 3, **Willpower** 6, **Spheres** 5, **Arete** 3

Mission Specialists

This type of agent will often have several ratings of 4 or 5 in various Abilities, as well as high Mental Attributes.

Attributes 8/5/3, **Abilities** 13/9/5, **Backgrounds** 3, **Willpower** 7, **Spheres** 6, **Arete** 3

Watchers

Whether covering interviews in the field or surveying from the Horizon, these agents keep a watchful eye on the Masses to protect them from harm.

Government Infiltration: The World Advisory Council

Popular misconception holds that the NWO controls most of the world's governments and pulls the strings of national policy from North America to Tibet. This is fancifully paranoid — there are hardly enough Technomancers alive to do the job — but there is some truth to the idea.

Each world power has a small cell of Technocracy “advisors” within its high governmental staff. This multi-Convention organization, the World Advisory Council (WAC), dictates policy to various government leaders through bribery, intimidation, ideological appeals or violence. The Council is small — the current roster lists sixteen Technomancers and forty-two unEnlightened acolytes — but influential. Within their chosen countries, Council members have almost unlimited access to information, high society and policy.

The Advisors do not make or dictate laws. Hands-on involvement is too risky and time-consuming to be effective. Instead, they drop “suggestions” among a slew of contacts, planting ideas and decisions that will come to fruition over time, subtly bending legal, philosophical and economic systems to the Ivory Tower's plans.

Although the Council contains members of Iteration X, the Syndicate and the Progenitors, it ostensibly works under the guidance of the Ivory Tower, with input from the Statisticians' Committee of Autochthonia. Each chosen country has at least one Advisor, and each Advisor has three powerful unAwakened underlings and a circle of

lesser contacts and allies. The Advisors, though potent mages in their own rights, do not go into combat themselves; in fact, members of the Council are advised to avoid violence whenever possible. Conflict breeds risk, and the Council's plans are too important to be exposed by mere force. Those who cross the Advisors' path are more likely to disappear from all official records than to be greeted by hails of bullets.

The United States, Great Britain, France, China, Russia, Germany, Brazil, Saudi Arabia, Japan, Switzerland, North Korea and Israel each have “representatives” in the World Advisory Council. The old advisors to Iraq, Sweden, South Africa and India have been rooted out and killed in recent years; their successors are just beginning to establish a hold in these countries. Most nations have one Awakened Advisor, though the most powerful (the USA, Russia, China and Japan) have two. “Favored” nations are chosen for their size, governmental structure and technological advancement potential. The Advisors then add their expertise to programs and concepts already in motion, and profit through access to their “host's” judicial, intelligence and economic channels.

The Council is deeply confidential. Although many people suspect that some sort of global conspiracy exists, the WAC and its members are a tightly-guarded secret, even within the Technocracy. The subtle infighting among the members is even more secretive than the Council itself; such rivalries are fatal if discovered. The Traditions have uncovered clues of the Council's existence, but the facts are shrouded in mystery, misdirection and Arcane magicks.

Reporters

These investigators must have a high degree of technical proficiency, excellent Social Attributes and the skills to circumvent danger in the field.

Attributes 7/5/3, **Abilities** 13/9/5, **Backgrounds** 5, **Willpower** 7, **Spheres** 6, **Arete** 3

Gatekeepers

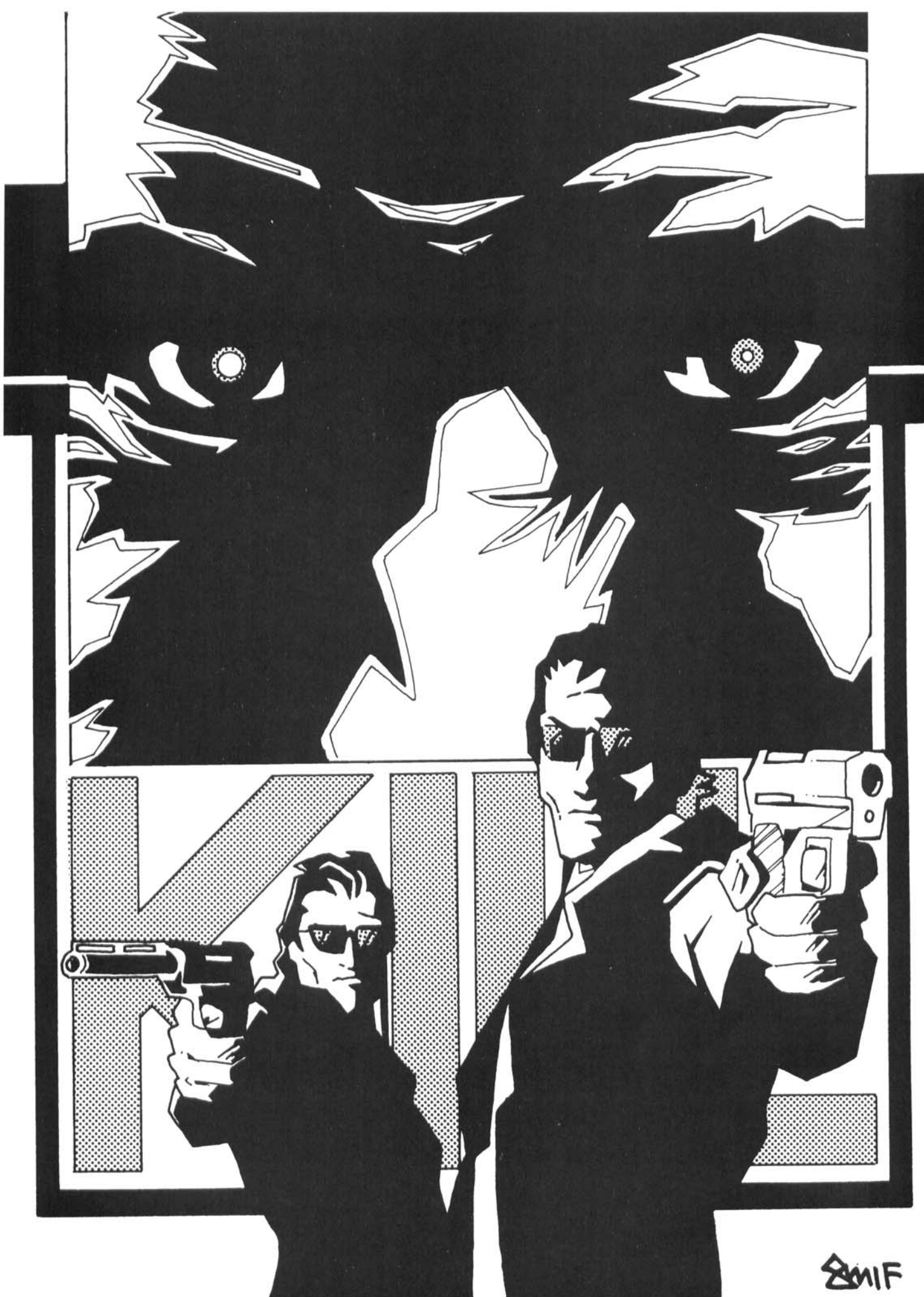
Supervisors of the media and this Methodology require excellent Manipulative ability and technical Skills, as well as mastery of Correspondence and Mind.

Attributes 8/5/3, **Abilities** 13/8/5, **Backgrounds** 6, **Willpower** 8, **Spheres** 7, **Arete** 4 or 5

Field Observers

A variety of skills related to the investigation and destruction of the occult are critical. The field observer is often the New World Order representative when a Man in Black is not needed in an amalgam.

Attributes 6/4/3, **Abilities** 11/9/5, **Backgrounds** 3, **Willpower** 6, **Spheres** 3, **Arete** 2



SMIF

Chapter Four: The Divisidero Safe House

Let's be careful out there...
— Hill Street Blues



Any espionage organization needs a base of operations. When the average Sleeper pictures a “secret spy” base, various images may come to mind. Four-color spy adventures could easily be set in a massive underground bunker: a fortress with secret tunnels, hydraulic lifts under telephone booths, death traps, heavily armed guards, and so on. The base of operations in *La Femme Nikita* would be one example. Sedate British spy novels often involve posh sitting rooms where elderly men behind large mahogany desks review the reports of dashing young agents, and look askance at agents who flirt with the secretary in the lobby. The novels of John LeCarre rest comfortably on these padded chairs, although James Bond stories would fit in just as well.

Technocracy bases don't have to be comic book fortresses or comfy waiting rooms. The first two types of bases exist, but reviews with Intelligence Analysts are sometimes easiest to conduct at Horizon Constructs, and

although massive training bases are useful, they're easier to protect in Horizon Realms. In the field, a safe house must be mobile; in case of discovery, the agents must be able to move out quickly and erase any traces of their presence. Incriminating Devices and evidence must be minimal, and because of the covert nature of their infiltration, most establishments should have a front, or series of fronts, to cover the true nature of the operation.

This chapter gives examples of locations in a Technocracy-based campaign. The first section details a Construct on the front lines of San Francisco. This “commune” of businesses and apartments is located in a series of Victorian rowhouses. The second section of this chapter gives more information on letting characters interact with a Horizon Construct, as well as a few more details on the Northern California Security Collective. Finally, the chapter concludes with some ideas for combining this framework with other sourcebooks. Storytellers can easily use this information to introduce their players to the winning side of the Ascension War.

The Schism

There's a schism in the New World Order, a dichotomy between the theorists who are kept safe from harm and the operatives who fight an endless war. Isolated in the Ivory Tower, the administrators and academics of the Technocracy debate their philosophies of Ascension and refine their dogma. To them, many of the problems of the world are abstractions. Reasoned discourse and tempered intellect find the solutions.

The real world is different, and the city of San Francisco is no exception. The city has been infested with supernatural creatures of all varieties, each with their own

twisted view of how to reshape the world. The Traditionalists, Reality Deviants who would reshape the world to fit their own views rather than respect the safety of humanity, are the most virulent aspect of this infestation.

There are, however, bases of operations where agents of the New World Order, with the assistance of other Conventions, can monitor Reality Criminals, orchestrate their capture or conversion, and cleanse their taint from the world. They're called safe houses, and the Open Arms Community, a complex of buildings on Divisadero Street in San Francisco, is one example of a safe house in action.

The Divisidero Safe House



Personnel

*If you're going to San Francisco
Be sure to wear some flowers in your hair
If you're going to San Francisco
You're going to meet some gentle people there*
— Scott McKenzie, "San Francisco"

Because of its location, the staff of the Divisidero house (or "Div City," as Sarah calls it) are more casual than many of their fellow ground agents. Camouflage and a local recruiting base (to reflect the surrounding culture) are SOP for New World Order houses; a predominance of black-suited stonefaces would draw too much attention to the safe house. Ground agents are often allowed their little idiosyncrasies when in the field. Such liberties are rarely tolerated in the clean-run Horizon Constructs.

People come and go from the Divisidero Safe House, but a few notable agents are settling in as somewhat permanent fixtures.

Arthur Fotheringay

Essence: Pattern

Nature: Judge

Demeanor: Conformist

Methodology: Operative (Gray Man)

Attributes: Strength 2, Dexterity 3, Stamina 3, Charisma 4, Manipulation 3, Appearance 3, Perception 2, Intelligence 4, Wits 3

Abilities: Alertness 1, Awareness 1, Brawl 3, Dodge 3, Expression 3, Intuition 2, Interrogation 4, Drive 2, Etiquette 2, Firearms 3, Leadership 2, Meditation 1, Melee 4, Stealth 3, Technology 3, Computer 3, Investigation 3, Law 3, Linguistics 2 (Latin, German), Medicine 1, Occult 3, Science 2

Spheres: Entropy 2, Life 1, Mind 2, Prime 1

Backgrounds: Avatar 2, Allies 1, Library 2, Mentor 1

Willpower: 6

Arete: 3

Quintessence: 5

Paradox: 1

Image: Clearly the detective game is profitable for Mr. Fotheringay. His pinstripe suits are impeccably tailored, his beard and mustache are immaculately groomed and his affectations carry the mark of a sophisticated gentleman. Well done! No one knows his job also involves hunting blood-drinking freaks and maniacs with chainsaws.



History: As a student of political science at Yale, he was following in the footsteps of many wealthy college students with the dedication and education to make it into the C.I.A. The fraternity he belonged to also taught him some secrets about the true history of the world, secrets that led him to Enlightenment. The C.I.A. made him a nice offer, but he got an even more tempting one from someone else. The fringe benefits were amazing. Now the family fortune supports his "Private Investigations" agency.

Roleplaying Hints: Act like William F. Buckley would if he finally woke up. You are precise and discriminating, smooth-talking and erudite, but you aren't afraid to bloody your hands when necessary. Your vocabulary leaves people scrambling for their copies of the Oxford English Dictionary, but your panache gets you so many points for style that it wouldn't matter if you were speaking in Latin. Then again, sometimes, you are. Bra-vo.

Your actions and efficiency almost cry out, "Promote me. I'm really an Intelligence Analyst." Despite this, you seem to have problems relating to your partner...

Eddie Carmichael

Essence: Dynamic

Nature: Visionary

Demeanor: Bravo

Methodology: Watcher, Reporter

Attributes: Strength 3, Dexterity 3, Stamina 3, Charisma 2, Manipulation 4, Appearance 2, Perception 4, Intelligence 3, Wits 4

Abilities: Alertness 3, Athletics 1, Awareness 3, Brawl 3, Dodge 3, Streetwise 4, Subterfuge 3, Firearms 4, Research 2, Stealth 2, Computer 1, Investigation 4, Medicine 2, Occult 4

Spheres: Mind 3, Prime 1, Spirit 2

Backgrounds: Avatar 2, Arcane 2, Allies 2, Library 1

Willpower: 8

Arete: 3

Quintessence: 4

Paradox: 3

Image: That mustard stain on Eddie's tie is just part of his disheveled charm. He needs a shave, a haircut, a new suit, better shoes and a decent cologne. A shower probably wouldn't hurt either. Eddie usually looks like he just woke up from a nap. He'd be six feet tall and 180 pounds, if only he didn't slouch all the time and live off breakfast cereal and hot dogs.

History: For years, Eddie was a hard-working, hard-boiled detective working a scam in San Diego. From his office over a struggling comic book shop, Carmichael billed himself as a "parapsychological investigator" and made an modest living while collecting stories of the occult, soothing the nerves of paranoid clients and slowly



working his way through every comic book in the store below him. Eddie had a knack for finding the unknown as only the Enlightened truly do. Sympathizers finally hired him on a long-term job he couldn't refuse.

Although Eddie is a slovenly maverick as far as many of his superiors are concerned, nobody doubts his ability to find trouble (or get out of it) with little difficulty. Eddie's street smarts and sheer luck persuade his "upper management" to overlook his most un-Technocratic idiosyncrasies. Still, Eddie's on Mr. Smith's bad side. The head man is not willing to scrap so useful a pawn, but Eddie is simply being saved for an appropriate endgame. Whether or not the detective realizes this is a mystery, but Eddie has cultivated a few useful "contacts" outside the NWO, just in case...

Roleplaying Hints: Take your best New York accent, throw in a dash of Columbo, act like nothing fazes you and talk with your mouth full. Hey, you're slouching! You've got the idea.

The spit-and-polish ideals of the Technocracy never sat well with you, but after all your years on the street, you realize how badly their kind of job needs doing. Those Tradition freaks are the last thing the Bay Area needs; you've seen where that kind of craziness ends up.

By the way, the red-headed reporter in the building next door is really cute...



Sarah McGregor

Essence: Dynamic

Nature: Fanatic

Demeanor: Loner

Methodology: Watcher, Reporter

Attributes: Strength 2, Dexterity 3, Stamina 4, Charisma 3, Manipulation 3, Appearance 4, Perception 3, Intelligence 3, Wits 2

Abilities: Alertness 3, Brawl 2, Dance 2, Dodge 3, Expression 4 (Videography), Intimidation 2, Firearms 1, Stealth 4, Technology 2, Investigation 4 (Surveillance), Science 3

Spheres: Correspondence 2, Entropy 1, Forces 2, Spirit 1, Prime 1

Backgrounds: Avatar 2, Talisman 5

Willpower: 3

Arete: 2

Quintessence: 2

Paradox: 2

Image: Intense. Shocking red hair, a slightly wild stare, tall, thin and feline. She must have espresso in her veins. Her jeans are ripped, her boots are thrashed, and her ever-present leather jacket has been through hell. Sarah is in a continual state of momentum, and anyone who interferes when she's trying to get a story will get hurt.

History: A film student turned Reality cop, Sarah mixes a defiantly casual personality with a surgeon's attention to detail. A vid kid from the start, Sarah took her parents' strict perfectionism to heart while rebelling against everything they stood for — in their case, unlimited civil liberties, legalized drugs, free love (read "sex") and a hostile attitude towards everyone in authority. The deviance and drug parties she had witnessed in her own living room over the years convinced Sarah that the Berkeley style of radical living was a short road to destruction.

Never a religious person, she nevertheless felt the tugging of her Avatar guiding her craft. When she scored a job at a KWLF, Sarah quickly fell in with Merika Seth (see **Loom of Fate**), a reporter and meteorologist at the station. The photographer longed to work with her friend, but was assigned instead to a waste of gray matter named Crissie Pendarvis. Frustrated, Sarah hung out with Merika every chance she got, and the two of them raised all sorts of hell. When the newscaster recognized her friend's potential, she "programmed" a thunderstorm to hit the beach while the two of them were out for a party. The otherworldly experience brought Sarah's Avatar forth, and Merika introduced her to Dr. Ken Himitsu (also in **Loom of Fate**). In turn, the Progenitor recognized her aptitudes and temperament and introduced her to Mr. Smith.

Now Sarah works on her own, chronicling, and in some cases, preventing, the deviance that sickened her as a child.

Roleplaying Hints: You hate being called a "photog," and can't stand to see people waste the gifts that the American system has given us. Though not a flag-waver or a prude, you have strong values and an almost defensive patriotism. Your ex-partner was a glorified mannequin who kept her job by sleeping with the boss and living up to every bad stereotype of working women. You're determined to prove everyone wrong by showing how an attractive woman can succeed *without* exploiting her sex.

You're not really hostile; "animated" would be a better word. You pace, tap your fingers, sigh repeatedly and fidget when there isn't something to do. You also tend to disappear for long periods of time, often to a place where you can set up surveillance. Once the vid-cam starts rolling, though, you focus your attention completely and utterly on your job.

Roland Cassault

Essence: Pattern

Nature: Judge

Demeanor: Traditionalist

Methodology: Ivory Tower Educator

Attributes: Strength 2, Dexterity 2, Stamina 3, Charisma 3, Manipulation 3, Appearance 3, Perception 2, Intelligence 5, Wits 3



Abilities: Alertness 1, Athletics (Surfing) 4, Brawl 1, Dodge 1, Instruction 2, Intuition 3, Subterfuge 2, Meditation 3, Research (History) 4, Computer 3, Investigation 2, Linguistics 3, Occult 2

Spheres: Entropy 2, Mind 4, Prime 1

Backgrounds: Avatar 2, Talisman 3, Library 2

Willpower: 7

Arete: 4

Quintessence: 8

Paradox: 1

Image: A relaxed graduate student in his mid-20s, Roland hangs around the house in sweat pants and university T-shirt. His hair's a little long, his beard's a trifle scraggly, and he's getting a slight paunch from sitting at a computer. He's also picked up the habit of smoking a pipe, which doesn't make him look any more sophisticated... it makes him look like a wanna-be professor trying to smoke a pipe.

History: (See Book One).

Roleplaying Hints: Maybe you've grown a little callous, but you've had to occasionally let friends and competitors fall by the wayside for the sake of your career. You're a very affable guy, with a tendency to approach issues as abstractions. Now and then your tendency to intellectualize allows you to ignore the morally shady things you sometimes do. Then again, a scientist must remain detached.

You love to lecture, even though you do occasionally fall prey to imitating the professors you admire and parroting buzzwords. You deal with some horrible things, but to you, witnessing betrayal and backstabbing is just part of academia.

Oh, and by the way, don't let anyone ruin your chances with Sarah. After your tragic affair with Alexandra Takahashi, you've thought of working a bit more... closely... with Sarah. You're obviously really taken with her. Unfortunately, getting away from your past can be kind of difficult sometimes...

Ivan, #AT424

Essence: Pattern

Demeanor: Fanatic

Nature: Martyr

Methodology: Operative, Man in Black

Attributes: Strength 4, Dexterity 4, Stamina 3, Charisma 2, Manipulation 3, Appearance 2, Perception 2, Intelligence 2, Wits 3

Abilities: Alertness 3, Awareness 2, Brawl 3, Dodge 3, Interrogation 3, Intimidation 4, Drive 2, Firearms (Shotgun) 5, Leadership 1, Stealth 3, Investigation 3, Occult 2

Spheres: Forces 2, Matter 2, Prime 2

Backgrounds: Arcane 2, Talisman 2, Allies 3

Willpower: 6



Arete: 3

Quintessence: 2

Paradox: 4

Image: Cold. Inscrutable. He's seen some of the worst things the supernatural world has to offer, and lived through it. He appears to be in his early twenties, but his blond hair is already turning white. Ice-blue eyes hide his true emotions, and his stony face displays a composed disposition. Not all his suits are black, but he has a strange quirk about wearing boots instead of shoes. No one knows why. He gets a slight facial tic when anyone dares to ask.

History: Biologically, Ivan and his "brothers" are about three years old, grown in the EcoR Progenitor facility (see Chapter One). One of the surviving units of AT#4, "Ivan" is determined to stay alive. There are three of his "line" left, and the rumors about what happened to "Gene," #AT422 are troubling despite Ivan's dedication.

At this time, Ivan simply does his job, trying to comprehend the appeal of San Francisco's chaos. People flock here from all over, despite the dangers of earthquakes, crime and radical ideas. Ivan does not understand why they do, but he has resigned himself to the vagaries of human nature. His job is to protect the innocent.

Roleplaying Hints: Stay calm. Speak precisely. You have a slight Ukrainian accent, and you get offended if anyone calls you "Russian." You have a tendency to be a little too loyal, to the point of repeatedly endangering your life for the sake of your missions.

The Grounds

Four buildings on Divisadero Street currently act as a front for one of the local safe houses. The buildings on either side are residential; the two in the middle are for "businesses."

Each unit is laid out as a simple three bedroom apartment. There's a foyer in front, followed by a long hallway. The hallway passes three doors, all on the left hand side. Beyond that is a living room, and behind an arch at the far end of the living room is a kitchen.

On the Importance of Nodes

Because an amalgam may have to relocate quickly, there is little use in stationing near a permanent Node. One of the prime considerations is that the front is discreet; placing a base near a Node that can be sensed by the Awakened is like placing a neon sign outside the establishment saying "Mysterious Gathering of Magickal Energies Here!" If Quintessence is needed, it can be ported in through Talismans or accessed back at the nearest Collective or Construct.

Building #1

Ground Floor: Nuclear Family

A family of four lives in this apartment. The family is a group of sympathizers. The father works at a local radio station, the mother is a substitute teacher and the kids go to junior high. All four have been Processed, and as such, do not count as witnesses for vulgar magick. The parents are involved in minor operations at their places of employment. The eldest son is slowly working his way into a local environmentalist group, and the daughter has started playing roleplaying games with a group of local pagans she suspects of being Acolytes.

Second Floor: Mission Support

This is the apartment of Roland Cassault and Sarah McGregor. Roland has set up his room as a glorified study, complete with a Trinary computer against one wall. Sarah has turned the third bedroom into a production studio, complete with an editing bay and various Watcher Devices (see Chapter Three). On the bookcase, video tapes compete with history textbooks for space. The kitchen has a high pile of dishes, and ten or fifteen empty TV dinner boxes are usually stacked beside it (the folks aren't known for their housekeeping). The living room is lit by a single lava lamp.

Building #2

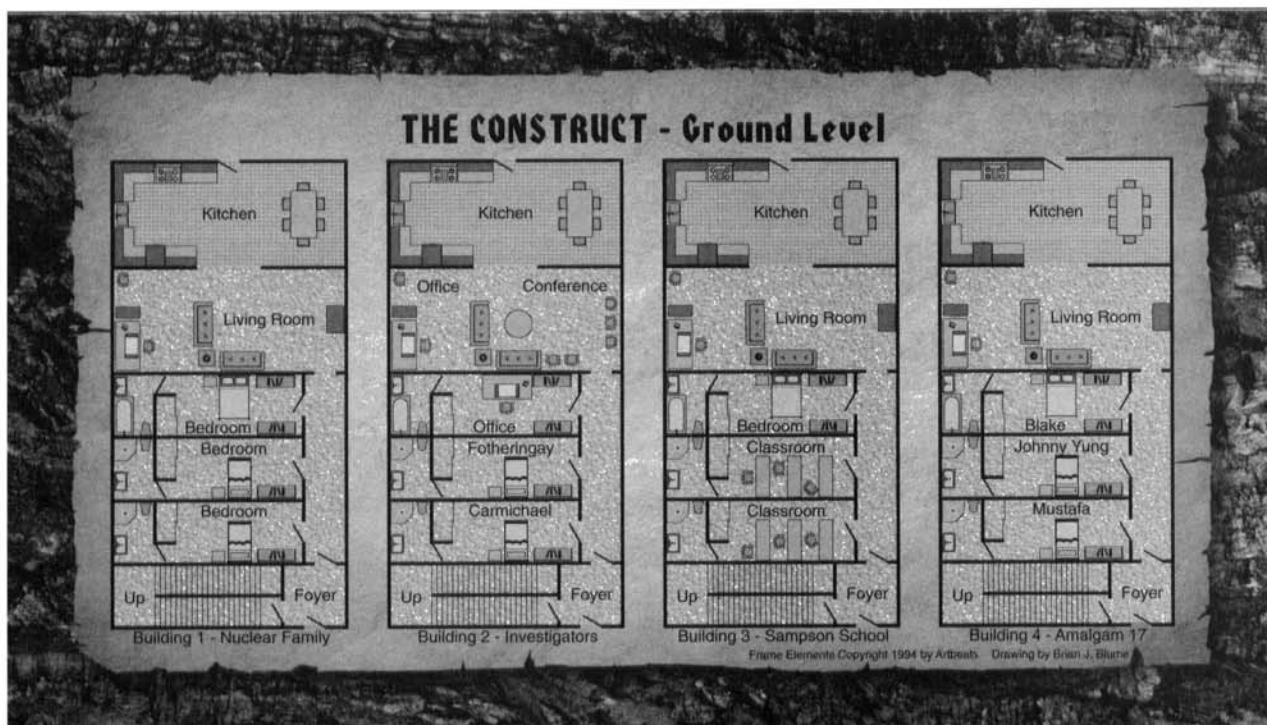
First Floor: Fotheringay and Carmichael Investigations

Two private investigators share office space here. Of course, a lot of P.I. work is tedious, uninteresting and repetitive. That's why the two agents here switch off. While one handles the mundane side of the agency, the other handles the paranormal cases, occasionally with the support of other agents. A Gray Man's work is never done.

Second Floor: Atlas Accounting

The gentlemen who work here appear to lead a rather drab life. The apartment has been converted into three offices. The three employees show up in their dull gray suits precisely at 9:00, leave for lunch at 11:55, return at 1:05 and leave at 5:00. Occasionally, one or two will need to leave the office for a consultation, or all three may need to stay late for a special project. No one really pays the three accountants much attention.

The three Men in Black do not wear fedoras and trench coats and do not arrive to work in a black luxury sedan. Ivan, the head of the office, drives a Yugo, and the other two agents carpool in a Toyota. The three agents are on call in case emergency support is needed, and can also act as security in the case of a raid. A few local mages suspect that some of the local accountants and CPAs in San Francisco may secretly be government agents working as part of an international conspiracy hiding a massive secret society of Enlightened magicians, but oddly enough, they seem reluctant to go to anyone with this information.



Building #3

Ground Floor: Sampson School of Languages

The owner of this school maintains a low overhead by living in one of the bedrooms. The other two are equipped with rows of chairs and desks. Each desk is equipped with a tape deck and an assortment of language cassettes. Two instructors help to run the school from 9:00 to 5:00.

Of course, some of the tapes are used to relay messages to agents who stop by, and others are used as part of a subliminal indoctrination program. The students of the Sampson School have an extremely high learning curve, and some return again and again. Some also have a tendency to look out for certain things, unwittingly send checks to unusual addresses or wake up half-asleep in the middle of the night to phone in "reports" to 1-800 numbers. Still, knowing a second language is useful in this day and age, and despite what some may think, the five students who are studying Esperanto really aren't wasting their time.

Second Floor: Sprockets Productions

A group of Watcher sympathizers run their low budget film and video company out of this apartment. The four artists working there keep odd hours, but true art can require an artist to put in long hours. So does monitoring a manar station around the clock, monitoring local police and fire calls, broadcasting piggy-backed subliminal messages on radio signals and manufacturing propaganda films. Getting funding isn't as hard as it used to be.

Building #4

Ground Floor: Amalgam 17

Three Technomancers currently live here. Johnny Yung is a Syndicate representative working as a courier for the local Triads. His connections with the local protection racket also keep the commune safe. Mustafa is a Rastafarian soccer player who's really an Iteration X cyborg. He has a fierce rivalry with Ivan, especially after Black Suit Unit #AT4 showed him up on a recent Chantry raid. The leader of the team, Blake, is a Pharmacoepiast trying to infiltrate the local Hollow Ones by getting in on the local drug trade.

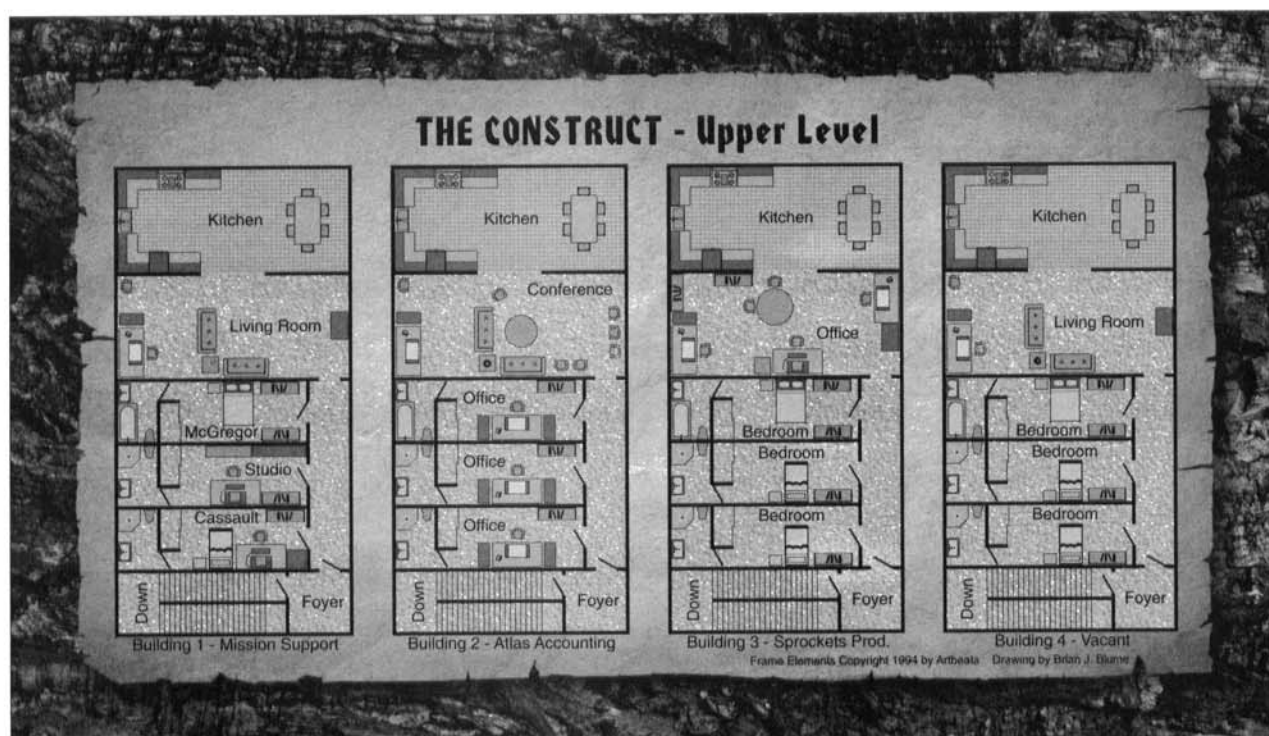
Second Floor: Vacant Apartment

This apartment is also vacant, awaiting the arrival of another amalgam in the area. After the recent furor over the Cataclysm, the Research Collective has decided to increase the number of amalgams in the area.

Wanted: three Enlightened individuals to share 3BR, easy access to support staff, no smokers, lt. procedural activities.

There are other apartments available nearby from Sleeper landlords for extra amalgam members.

The job also entails occasional work on the Horizon...



The Northern California Security Collective

In geosynchronous orbit in a Horizon Realm above the city of San Francisco, the headquarters for this region are based in a station holding over eighty sympathizers and Technocrats. The dominant Convention is the New World Order, but the base also includes a small Progenitor lab staffed by one Research Director and two students, a ready-room for four HIT Marks, quarters for four cyborgs, a business office for four Syndicate executives and a monitoring station for four Void Engineers.

The Collective is under the direction of Intelligence Analyst Daniel Smith. The Operative Methodology is well represented here. Three to ten Gray Men are stationed here at any time, ready for assignments in the field. Twenty Men in Black, ranging from Enlightened agents to mindless constructs, are on standby. The immediate superior to Mr. Smith is Catherine Salazar, a coolly efficient White Suit who visits the station an average of three times a month.

Fifteen Servants of the Ivory Tower are here. The station has an extensive database for storing information of use to Operatives and Field Specialists, and security on intra-Construct communications is especially high. Among the resources here are a full Reality Programming station capable of indoctrinating up to three mages at once, administrative offices for the California region, extensive computer systems to monitor activity in Silicon Valley,

and detainment cells for up to seven mages or other criminals. Classrooms are available for the occasional visit by a Collegium representative.

The Watchers have several operations in progress. Ten surveillance specialists maintain manar overwatch around the clock, three Gatekeepers determine policy for the local media, and four technicians handle Correspondence Jamming and vulgar extraction.

No media production facilities are here, as there are plenty of places for such activity in the city of San Francisco.

Other facilities include an arboretum, a bar, a gymnasium, a combination aquarium and swimming pool, a cafeteria, two kosho courts and an observation deck. There's even a docking station for a Void Engineer scout craft and a garage for vehicles. Mr. Smith's most common complaint, however, is that the station requires more resources. The construction of a second Collective is in progress.

Reaching the Horizon Collective

Accessing the Collective is done in one of two ways. The first is by the principle of the Schroedinger Gateway (Chapter Three). Each row house in the Construct has a garage on the ground floor. Transporting criminals to the NorCal Collective is a simple matter of driving a vehicle into the garage and evoking the **Schroedinger Effect**.

The second method is by a Correspondence Portal in the offices of Atlas Accounting. The portal is kept in a closet in the back of the building. The portal, however, will use a conjunctional Effect of Life to do a DNA scan

of anyone walking through it. It's highly selective about who it lets in. The third method is dangerous: vulgar extraction from the Collective itself.

The Collective doesn't like agents to just "pop in." All local agents know that an amalgam must have a damned good reason to stop by. The Collective also has the option of jamming any means of entering the station, and will cut off an amalgam from the Construct if they're worried about compromising its Security. They will try to identify any prospective visitors before letting them in. Any door has two sides; better to lose an amalgam than to lose a whole station.

Cell Structure

It should be noted that most of the agents on the front lines don't need to go to the Horizon Realm very often, or even know how to get there, for that matter. Remember, there are a lot of sympathizers who don't realize they're working for the Technocracy, or even that they're Enlightened!

Many field agents are organized into what is known as "cell structure"... for their own safety, of course. A cell will typically only have contact with one or two other cells. An amalgam will usually only be assigned to work with one or two other amalgams. If a Man in Black, a sympathizer, or any other low-ranking field agent is captured, the most he can usually reveal is the name of his immediate contact and a few meeting places. If a Horizon Construct seems a little wary of granting admittance to an agent who decides to pop into the Collective with four or five new friends, the enemy agents really shouldn't be surprised.

Moreover, some agents actually dread going to the Horizon. It's easier for their masters to observe them there, there's actually less freedom than on the front lines, and there's always the chance of being subjected to "further training." This distrust that slowly builds between field agents and their isolated masters makes for a growing schism within the Technocracy.

Life on the Horizon



The citizens bold enough to live on the edge of the future know the qualities that breed strength and vision. Life on the Horizon is a model of the society to come, and the New World Order has orchestrated a society that reflects the optimism and energy of a bright new tomorrow. Trust me, the future is a wonderful place! Agents who visit the Horizon will see dynamism in action.

Brilliance

Agents will meet the visionaries who guide the future. The Horizon is home to scientists who know they can pursue pure research in an Enlightened environment. A



Horizon Construct will often contain academic havens, and academics are used to living in economical dormitories and fraternities for the sake of maximizing resources. They must occasionally sacrifice for knowledge, but such is the way of the pioneer! Each lecture administered by these enthusiastic tutors is a chance to learn.

Operatives can also participate in the scientific process by volunteering to test Talismans in the field. Admittedly, some Analysts don't like gadgetry in espionage and don't trust the men and women who invent such gadgets, comparing their beliefs to those of the Sons of Ether. Doubt, however, is the watchword of failure!

On the Edge of Eternity...

At the boundaries of the Deep Universe, on the edge of tomorrow, and fully armed to meet any possible threat from the depths of space, the citizens on the Horizon welcome visitors from the front lines. No doubt when a soldier is ready to retire, she'll gladly take the opportunity to settle into a safe and prosperous life in a Horizon Construct. Prepare yourself to abandon the danger and chaos of the world below, for life on the edge of eternity is chance to embrace the future.

Show your trust. Show your courage. The future is yours for the taking.

Documentation

Terminology

Apparatus — A device used by the Enlightened to focus influence; known to Traditionalists as a "focus."

Black Suit — Man in Black. Also MiB.

BTW — E-mail shorthand for "by the way."

Collective Will — The consensus achieved by humanity, and hence, the reason that Reality is the way it is.

Construct — A genetic construct, one that has been cloned or genetically engineered. Also, when capitalized, the name for a Technocracy Chantry.

Collective — A societal Construct, a social Union created for the common good.

Convention — A political faction of the Technocracy (i.e., The New World Order) specializing in a particular Technocratic philosophy and craft.

Deep Universe — Known to some as the "Deep Umbra"; a hyperspace hidden behind deep space.

E-mail — A method of textual communication using computers as intermediaries, a substitute for actually to talking to someone else face to face. Also used as a substitute for social interaction.

Enlightened — Skilled in the techniques of using technology to alter reality, aware of the greater potential of humankind, and Awakened to the true nature of reality.

FTP — "File transfer protocol," a language used to access and download large amounts of information.

Gengineering — Genetic engineering, a science perfected by the Progenitor Convention.

Gray Suit — Gray Man, a type of Technocracy Operative.

Influence — The capacity to reshape reality along particular guidelines; known to Traditionalists as "Spheres."

Kirlian lens — An apparatus used to allow Enlightened Watchers to observe spiritual and magical activity.

The Masses — The body of Sleepers who comprise humanity.

Methodology — A philosophical/practical camp within a Convention; a paradigm of science.

Mindscaping — The magical process of using technology or espionage to alter an individual's perceptions of reality.

Mistridge — The first covenant of mages to be destroyed in the Ascension War. The Liberation of Mistridge occurred in 1210 A.D.

Mythic Age — More properly called the High Mythic Age, the time period between the Fall of Rome (A.D. 477) and 1500.

Natural — A natural human, one who was born and raised among Sleepers.

Newlife — A life spent in service to the Technocracy, when an individual realizes the place he or she has in society.

Oldlife — Life before recruitment, a selfish life in which one does not realize how dangerous the world can be.

Order of Reason — The infant Technocracy, which spread its influence across the globe from approximately 1325 to the 1890s, when a massive reorganization rechristened the group "The Technocracy." Sometimes referred to as "The Order of Things" in the Victorian era.

Paradox — (1) A manifestation of humanity's hatred and fear of those who threaten their safety by altering reality; (2) Reality's resistance to the science of making the impossible possible.

Procedure — Techniques of altering reality; what Traditionalists call "rites" and "spells."

Processing — Influencing consensual reality; what Traditionalists call "technomagick."

Processed — Describes a Traditionalist whose paradigm no longer threatens static reality, or a Sleeper or sympathizer who has been conditioned to be loyal to the Technocracy.

Reality Criminal — One who has threatened humanity by reshaping Reality.

Reality Deviant — One who reshapes Reality contrary to the consensus and desires of humanity; a threat to the stability of Reality.

Reality Programmer — A Technomancer skilled in altering an individual's perception of reality.

Safe House — A base of operations on the front lines used by the New World Order.

Shroud — A spiritual barrier used to protect humanity from the ghosts of the dead and defeat a spiritual paradigm wherein the dead may control the living.

Sleepteaching — A method of teaching someone who is asleep, usually through subliminal broadcast or induced dreaming.

Social Conditioning — A Mind-influenced procedure used to shape loyalty and trust.

Sympathizer — An unEnlightened ally of the Technocracy, or an ally who does not realize she is Enlightened.

Technocracy — (1) A society ruled by the technologically adept; (2) the process of altering ethical beliefs to serve the convenience of a Technocracy; (3) the proper name for the modern form of the Order of Reason.

Recommended Indoctrination

Fiction

- George Orwell, *1984* — Yes, you read it in high school, but how much do you remember?

- Ayn Rand, *We* and *Anthem* — A model of collectivist dystopic fiction.

- Anthony Burgess, *Clockwork Orange* — A celluloid example of technology destroying humanity.

- *The Collected Stories of Phillip K. Dick* — Phil Dick has some wonderful examples of plots designed to induce paranoia and general skepticism about the nature of reality.

- Robert Anton Wilson, *The Illuminatus Trilogy* — An illustration of how an outsider can slowly discover an ever-expanding conspiracy.

- John LeCarre, *The Spy Who Came in from the Cold* — A great treatment of the dehumanizing side of espionage.

Nonfiction

- *The Cuckoo's Egg* by Clifford Stohl — This makes a good general introduction to the principles of computer security.

- *Holy Blood, Holy Grail* by Michael Baigent — A ponderous read, but a good demonstration of conspiratorial history.

- *A History of Secret Societies* by Arkon Daraul — This one has a rather good history of the Templars, as well as a good treatment of secret societies in general.

- *The CIA* by Graham Yost — Numerous tales of American counterinsurgency.

Other Game Sourcebooks

- *Paranoia* by Greg Kostikyan and West End Games — For when your Technocracy game gets *too* serious.

- *GURPS Prisoner* and *GURPS Espionage* — The former because it summarizes the series, and the latter for its in-depth treatment of Sleeper espionage.

- *Nephelim*, by Frédéric Weil and Fabrice Lamidey, licensed and redone by Chaosium — Complete with details on secret societies, including the Templars.

Films

- *Brazil* — One of the definitive New World Order films.

- *Closetland* — A chilling and all-too-realistic look at kidnapping and interrogation in the name of the State.

Also consider these: *Sneakers*, *La Femme Nikita* (re-made as *Point of No Return*; see the original — it's much better), the James Bond films, *Falcon and the Snowman*, *In The Line of Fire*, 1984 (both versions), *The Osterman Weekend*, *Manufacturing Consent*, and, of course, *They Live*.

Television

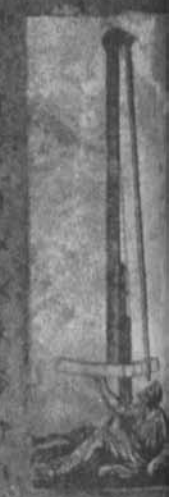
- *The X-Files* — Why, no, they aren't sympathizers. Why do you ask?

- *The Prisoner* — Far and away the best source of inspiration for a Technocracy campaign, as well as a model for mindscaping adventures.

Also consider these: *Max Headroom* and Masumune Shirow's *Black Magic M-66*.

A black and white photograph of a sculpture titled "The Mother" by the artist "The Mother". The sculpture is a dark, abstract, and somewhat indistinct form, possibly representing a seated figure or a group of figures. It is set against a light, textured background. The overall style is minimalist and evocative.

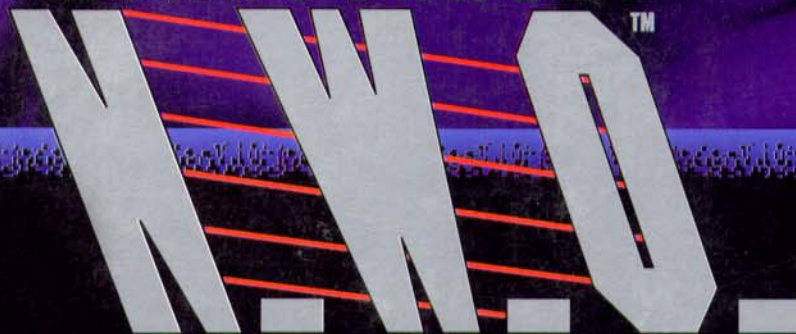
... and much to learn.



- Rules for creating Arcanum characters and ways to use them in chronicles.
- Ready-to-use templates for players and Storytellers, and a chapter house of this elusive group.
- History, motivations, factions, secrets and more.



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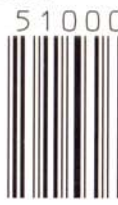


MAGE



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