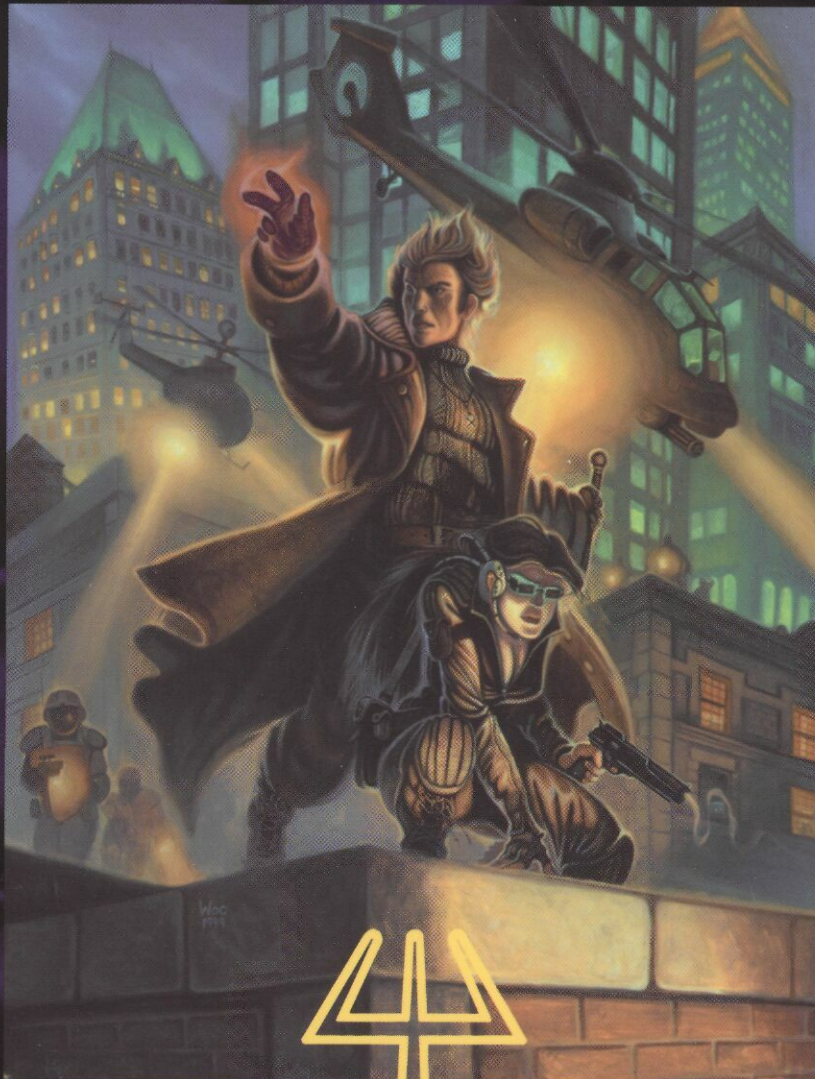


THE ART OF ⊕ F

MAGE[®]

THE ASCENSION ⊕ N



A VISUAL REFERENCE FOR MAGE: THE ASCENSION



Mage: The Sorcerers Crusade

Cannons roar on the battlefield as mighty spells and potent incantations thunder from castle to cavalry. The age of high sorcery, the dawn of reason, the estate of a glorious Church — all combine at the beginnings of the war for magical supremacy. Here the Order of Reason starts its spread of rational thought, the Traditions rally against the Order's banishment of magic, and the end times are but a whispered prophecy. It's an age filled with dynamism, hope and adventure, and any mage would exult to be a part of it!

Mage: The Sorcerers Crusade allows you to explore all the wonder and cosmic issues of magic during an era in which the world is unmapped, the scions of science have only just begun their exploration of reason and where magic is a very strong and real force. If you're caught up in the hectic humdrum of everyday life, the Renaissance setting is a refreshing change. Here there be dragons! Instead of a conformist world caged in science, it's an era of possibilities. The Traditions *could* spread their magical philosophies to the corners of the globe. The Order of Reason *could* build a better science, accepting and accommodating the mysticism and wonder of humanity. Or the Mairauds and Nephandi *could* dash the hopes of humanity... unless heroes arise to stop them.

That's what's at the heart of **Sorcerers Crusade**: heroes. This game talks about more than just men and magic. It talks about men, magic and myths. It talks about the legends that drive humans to incredible deeds, the same drive that gave us the Renaissance, the birth of culture and all of the art, science and spirituality of that grand age. Since the world hasn't been set by expectations and explorations, you can make whatever you will of it. The map is a blank page waiting for you to paint your desires and dreams.

Since the world of **Sorcerers Crusade** is not set, anything could happen — but it's up to you to make it do so. This is your chance to change the world. If things had happened differently, how would the world have turned out? You can try all your ideas, theories and historical foibles and dream of how a different vision of enlightenment might have affected humanity. You can see a world that *is* defined by the things that you want to believe in. You can see firsthand the very power of one exceptional man or woman with one exceptional idea. You can change the world.

Sorcerers Crusade was created by Phil Brucato.





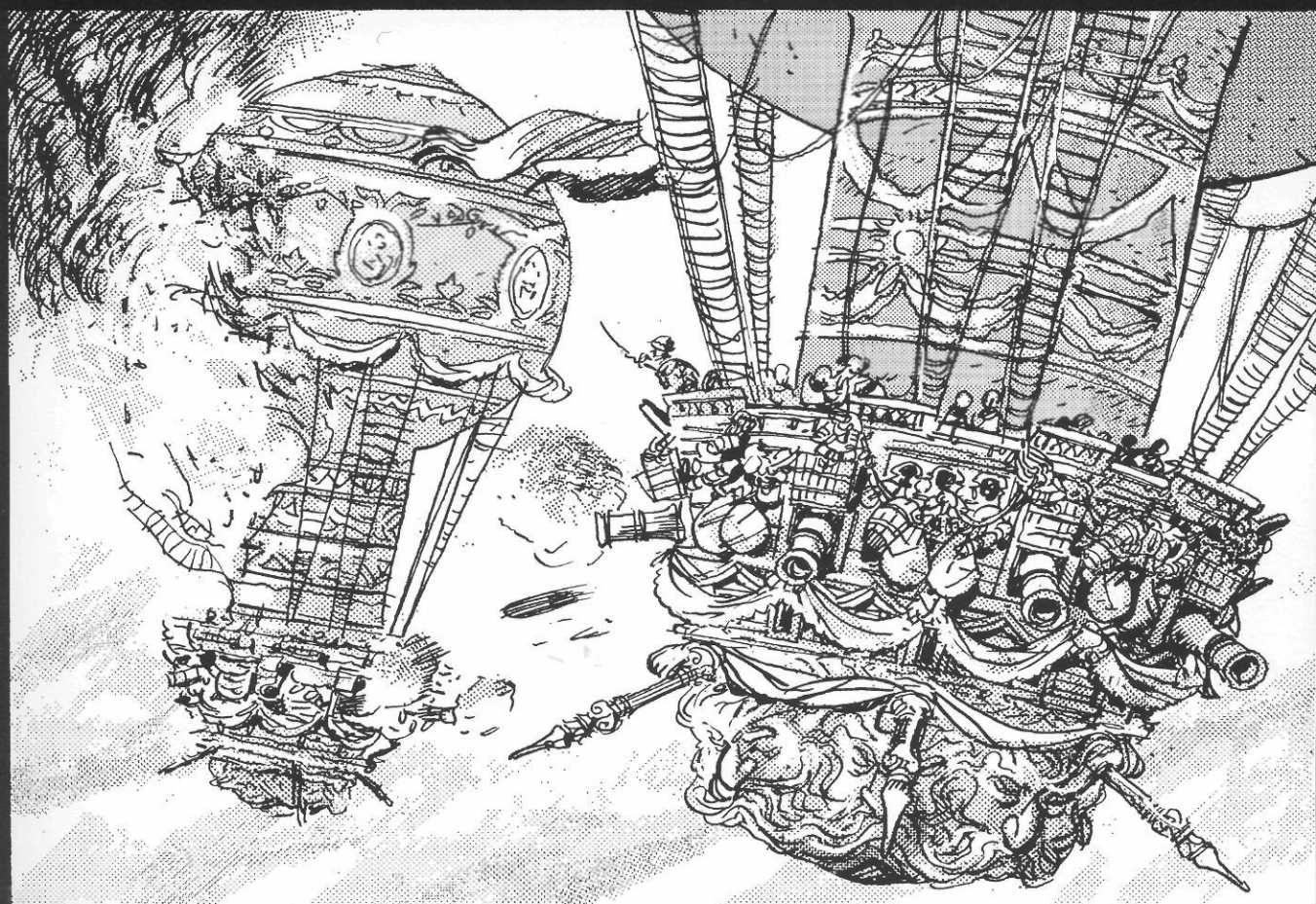
GREG & TIM HILDEBRANDT



JEFF LAUBENSTEIN

OMAR RAYYAN







CHRISTOPHER SHY

S. H. Shy

MAGE: THE ASCENSION

Diving headlong into **Mage: The Ascension**, one sees a tremendous, sprawling universe. There's a fight for all of reality going on, and it's got fireballs, cyborgs, magic swords, space ships, ley lines and kung fu. It's an infinite setting, and paring it down to some essential core or principle isn't easy. The world is too big to be described in one sentence!

Some people say that **Mage** is about struggle and conflict; they look at the war for reality as a fight for dominance. Other people argue that **Mage** talks about experience, the process of learning and growing. Some see **Mage** as an exercise in existentialism or solipsism, a look at the universe from inside your own mind. They call it a game to showcase the depths of passion. After all, mages fight for the precepts that they most dearly believe.

Mage really talks about all of these things. Ultimately, **Mage** is about the human experience. Just like everyone else, mages come into a world that they don't fully understand, and they try to give it a semblance of sense. They put words and terms on things so that they can grasp the world and shape it. They follow individual paths as they live, learn and eventually move on, hopefully leaving the world a better place behind them. Mages do the same things everyone does, they just have different tools.

So, when you play **Mage**, you don't need to find some single underpinning of "correctness" or some important single theme. Like the whole of human experience, **Mage** covers a lot of ground. You can get out of it whatever you want to believe. **Mage** can speak to you about passion, belief, philosophy, conflict, spirituality, idealism and hubris — or just a good time.

There's a difference between *telling* and *showing*. The art of **Mage** shows you that whole wondrous world that mages embrace. **Mage** tells us that you need to experience something for yourself to determine the truth of it. When you look at a piece of art from **Mage**, you can open your eyes and believe... whatever you want to believe. You see it for yourself, and you can make as important to you as you like.

A lot of time and words have been spent on the argument of what **Mage** is about and why. It's about having fun. It's about looking at things in a new way. And it's about whatever you want to make it. "I'm not a teacher, but an awakener," Robert Frost said. **Mage** isn't a single rigid way to do things right; it's a portal to whatever truths you give it. See that in the wonders and horrors on these pages — the terrors unleashed from mankind's hope of progress and security, the fantasies created in twisted ritual or sanctity. See for yourself the power of the Heavens, the call of the spirits, the soul of man and the body of the machine.

Open your eyes, and Awaken.
Jess Heinig

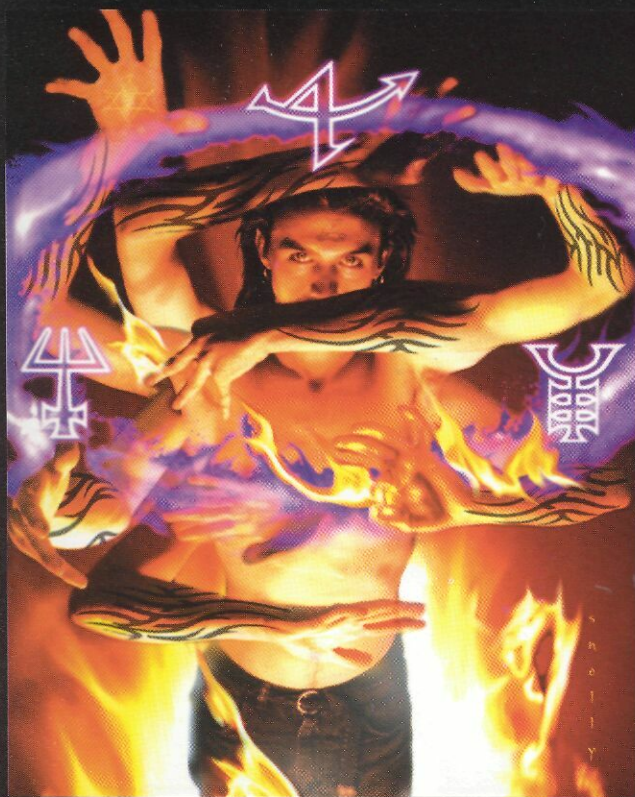
HENRY HIGGENBOTHAM



LAWRENCE SNEELY

LAWRENCE SNEELY

LAWRENCE SNELLY



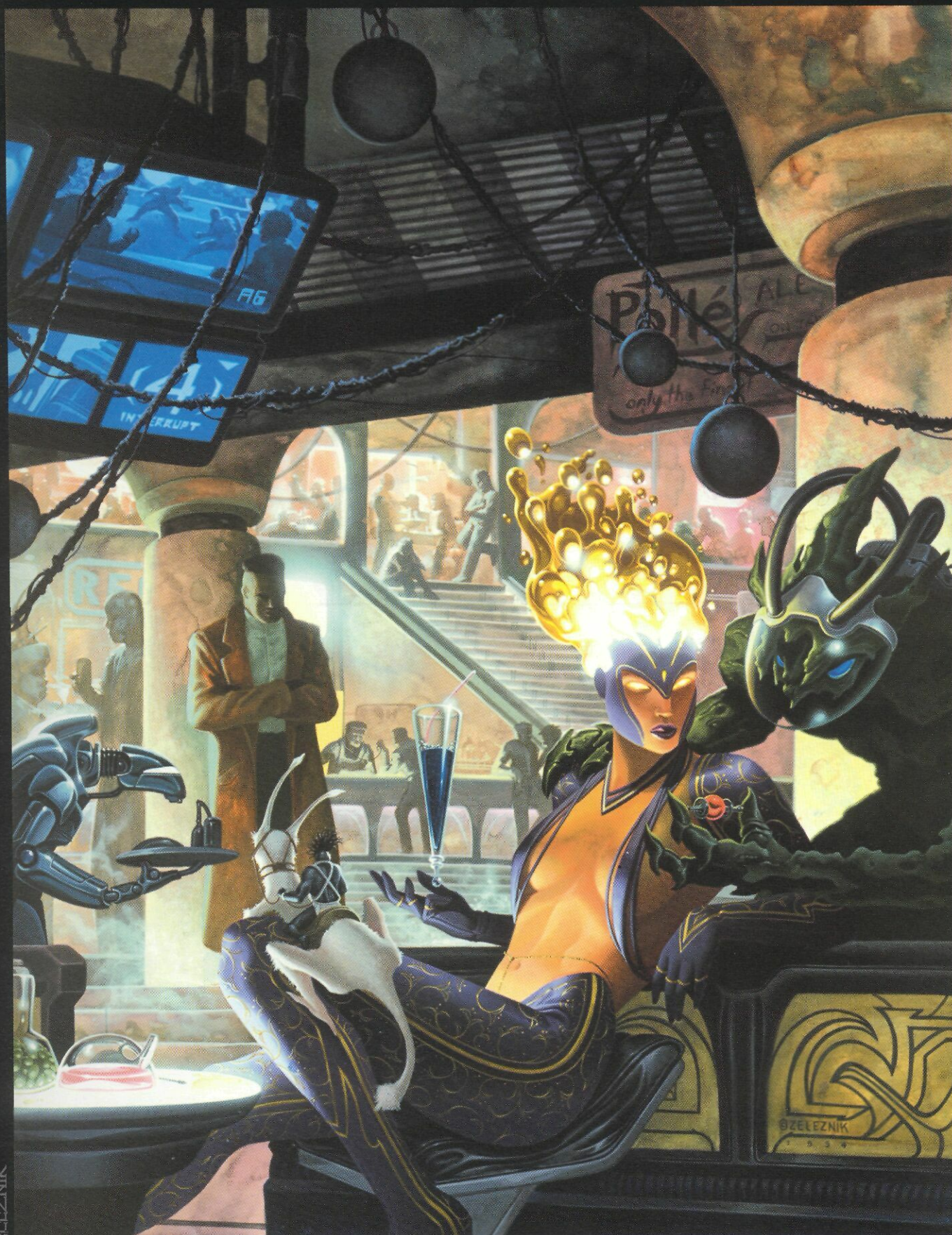
LAWRENCE SNELLY

LAWRENCE SNELLY



JASON FELIX







LEIF JONES

LEIF JONES
1997



KEVIN MURPHY











ANDREW TRABOLD

LEIF JONES



LEIF JONES



LEIF JONES

JOHN COBB





LAWRENCE ALLEN WILLIAMS

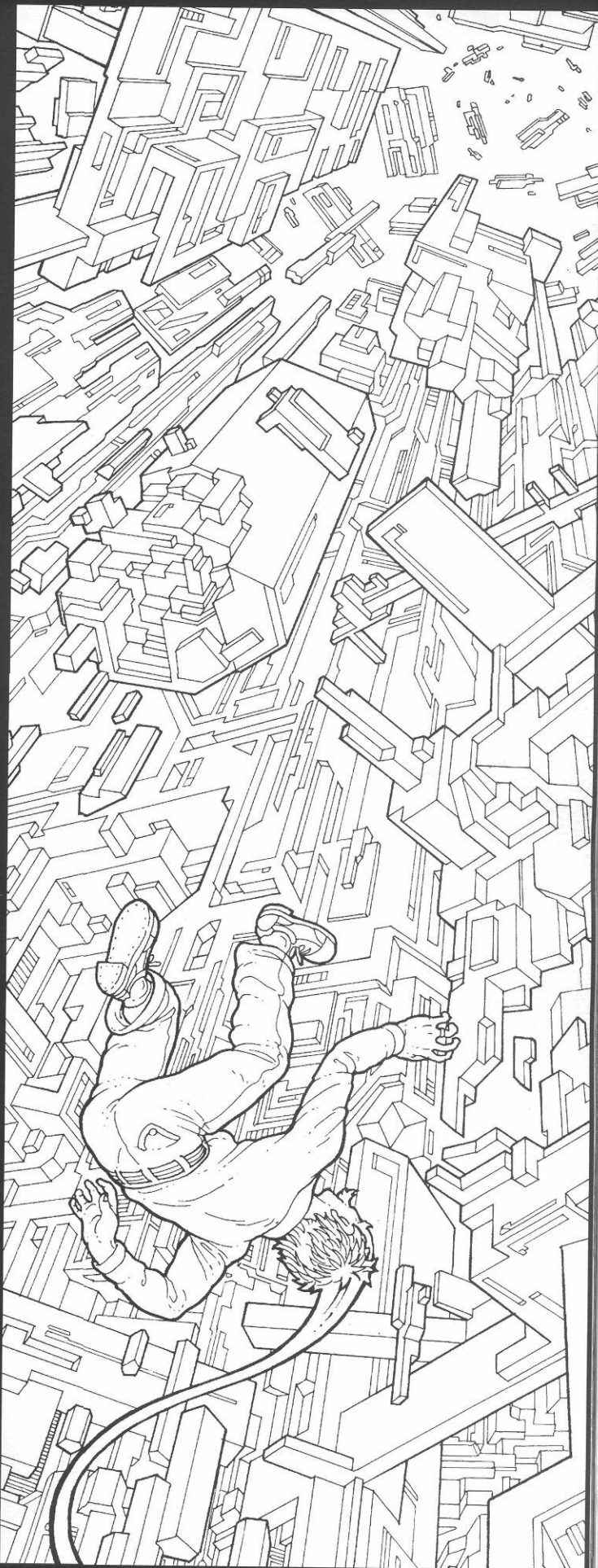


ANDREW ROBINSON

ANDREW ROBINSON



LANGDØN FØSS



JEFF LAUBENSTEIN



LARRY MACDOUGALL





DAVID LERI



ANDREW ROBINSON

DREW TUCKER



RICHARD THOMAS



THE MAGE TRADITIONS

AN ALLIANCE OF THE WORLDS DYNAMIC AND MYSTICAL VISIONARIES, THE TRADITIONS PROTECT WONDER, MAGIC AND SUPERNATURAL INSIGHT. THROUGH THEIR TEACHINGS THE TRADITIONS GIVE ASPIRING MAGES HOPE FOR TRUE MARVELS OF PERSONAL ENLIGHTENMENT AND COSMIC PERCEPTION. THE TRADITIONS HAIL FROM DIVERSE CULTURES, BUT THEIR INFLUENCE SPANS THE GLOBE THROUGH MEANS BOTH MUNDANE AND SUBTLE. THE TRADITION COUNCIL HANDS DOWN WISDOM AND DIRECTION WHILE THE YOUNG APPRENTICES AND DISCIPLES FIGHT FOR THE BETTERMENT OF HUMANITY. OF COURSE, THERE ARE MISSTEPS AND ADVERSARIES AT EVERY STAGE — WHICH ONLY SERVES TO BRING OUT THE HEROISM OF EACH TRADITIONALIST WHO HERALDS A BRIGHTER TOMORROW OR BRINGS MAGIC TO A MORTAL.

THE AKASHIC BROTHERHOOD
THE CELESTIAL CHORUS
THE CULT OF ECSTASY
THE DREAMSPEAKERS
THE EUTHANATOS

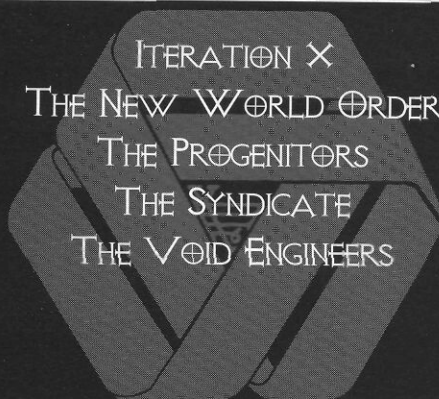


THE ORDER OF HERITIES
THE SONS OF ETHER
THE VERBENA
THE VIRTUAL ADEPTS
THE HOLLOW ONES

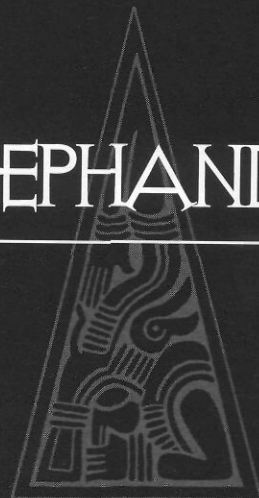
CRAFTS, ORPHANS AND DISPARATES

THE TECHNOCRACY

ITERATION X
THE NEW WORLD ORDER
THE PROGENITORS
THE SYNDICATE
THE VOID ENGINEERS



THE MARAUDERS AND NEPHANDI





ALEX SHELTAN

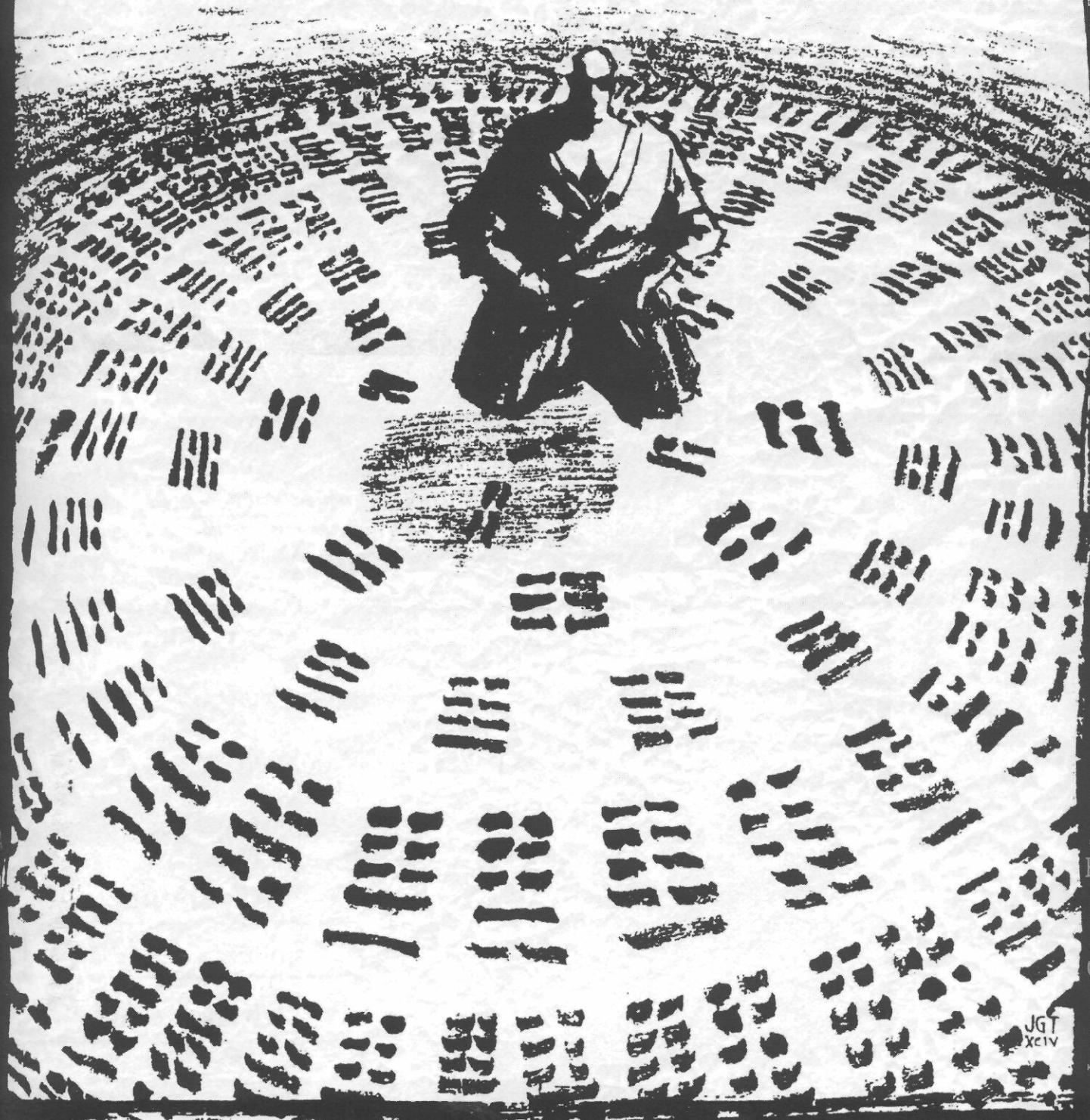
AKASHIC BROTHERHOOD

CLUSTERED IN THE DISTANT MOUNTAINS AND FORESTS OF ASIA, THE **AKASHIC BROTHERHOOD** SECLUDES ITSELF FROM THE MODERN WORLD TO SEEK PHYSICAL AND MENTAL PERFECTION. RIGOROUS TRAINING LEADS TO MARTIAL SKILL, DISCIPLINE AND INNER PEACE. THEIR FISTS CAN SHATTER STONE, AND THEIR FINELY HONED REFLEXES ALLOW THEM TO DODGE BULLETS, BUT THEY HOPE ULTIMATELY TO PROMOTE PEACEFUL CONTEMPLATION. THEY ESPOUSE THE DICHOTOMY OF YIN AND YANG, NATURAL FORCES IN OPPOSED BALANCE.



LEIF JONES

The simplest principle is the universal. Strip away the unnecessary to reveal the innermost truth. When mind, body and soul act in concert, they follow Do, the way of living in harmony. From there, profundity gives way to simplicity.
— Mitsuko Toshi, Akashic instructor



JGT
xciv

Celestial Chorus

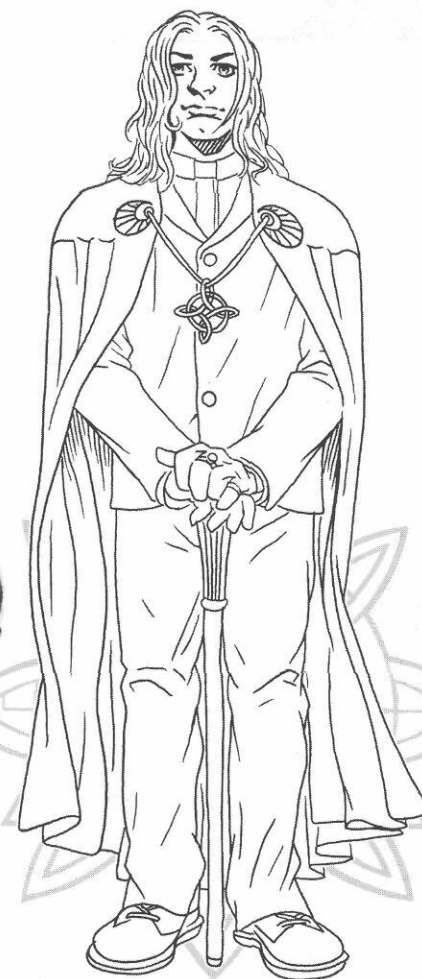
JUST AS THE WORLD WAS CREATED BY THE DIVINE, AND MAN CREATED AS PART OF THAT WORLD, SO TOO DOES MAN CONTAIN A SPARK OF THE DIVINE. IN SERVICE TO DIVINITY, THE CELESTIAL CHORUS SINGS OF DEVOTION AND PIETY. BY RE-UNITING HUMANITY WITH THE SONG OF CREATION AND OPENING THE HUMAN SOUL TO THE TOUCH OF DIVINE GRACE, THE CHORUS SEEKS HARMONY FOR ALL PEOPLE. THROUGH FAITH AND AWARENESS EVERYONE CAN FEEL AGAIN THE SPARK OF HOLINESS.

Sing with us, and together our harmony creates a chorus greater than any single voice. Pray with us, and recognize the pure connection of divinity in everyone. The One is everywhere, even in you.

— Deacon Sebastian Vryce, Knight of the Chorus



HEATHER MCKINNEY



LEIF JONES

CHORUS
CELESTIAL

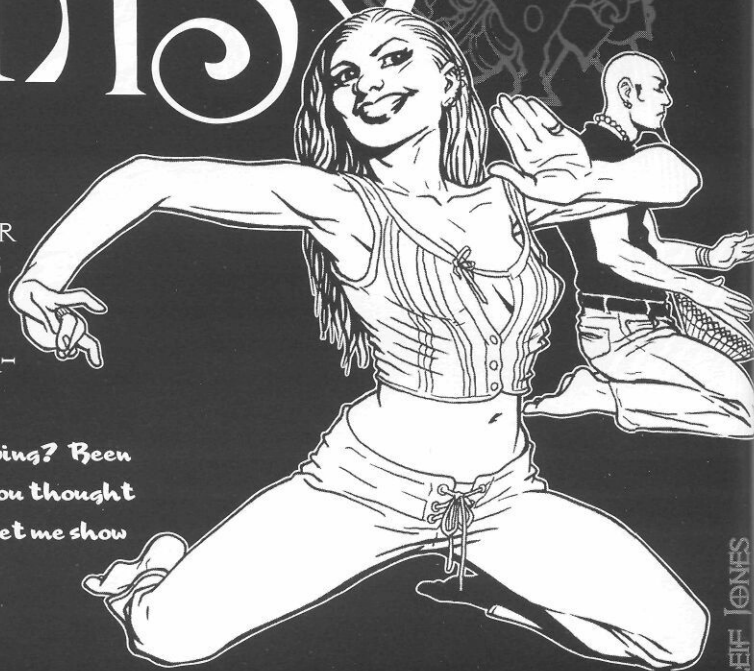


CULT OF ECSTASY

STRETCHING PAST THE BOUNDARIES OF COMFORT AND THE LIMITATIONS OF RATIONAL SENSES, THE CULT THROWS OFF THE BLINDERS OF CONVENTIONALITY FOR THE UNFETTERED POWER OF SENSATION. BY TOUCHING EVERY EXPERIENCE—NO MATTER HOW TABOO OR BIZARRE—THEY OPEN THEIR MINDS TO A BREADTH OF UNMATCHED KNOWLEDGE, INDULGENCE AND EXHILARATION ARE MERELY TOOLS TO NEW PERCEPTIONS.

Ever walked barefoot in the rain? Tried skydiving? Been so delirious with dance or music or singing that you thought your head would explode? That's a start. Now, let me show you the real ends of experience....

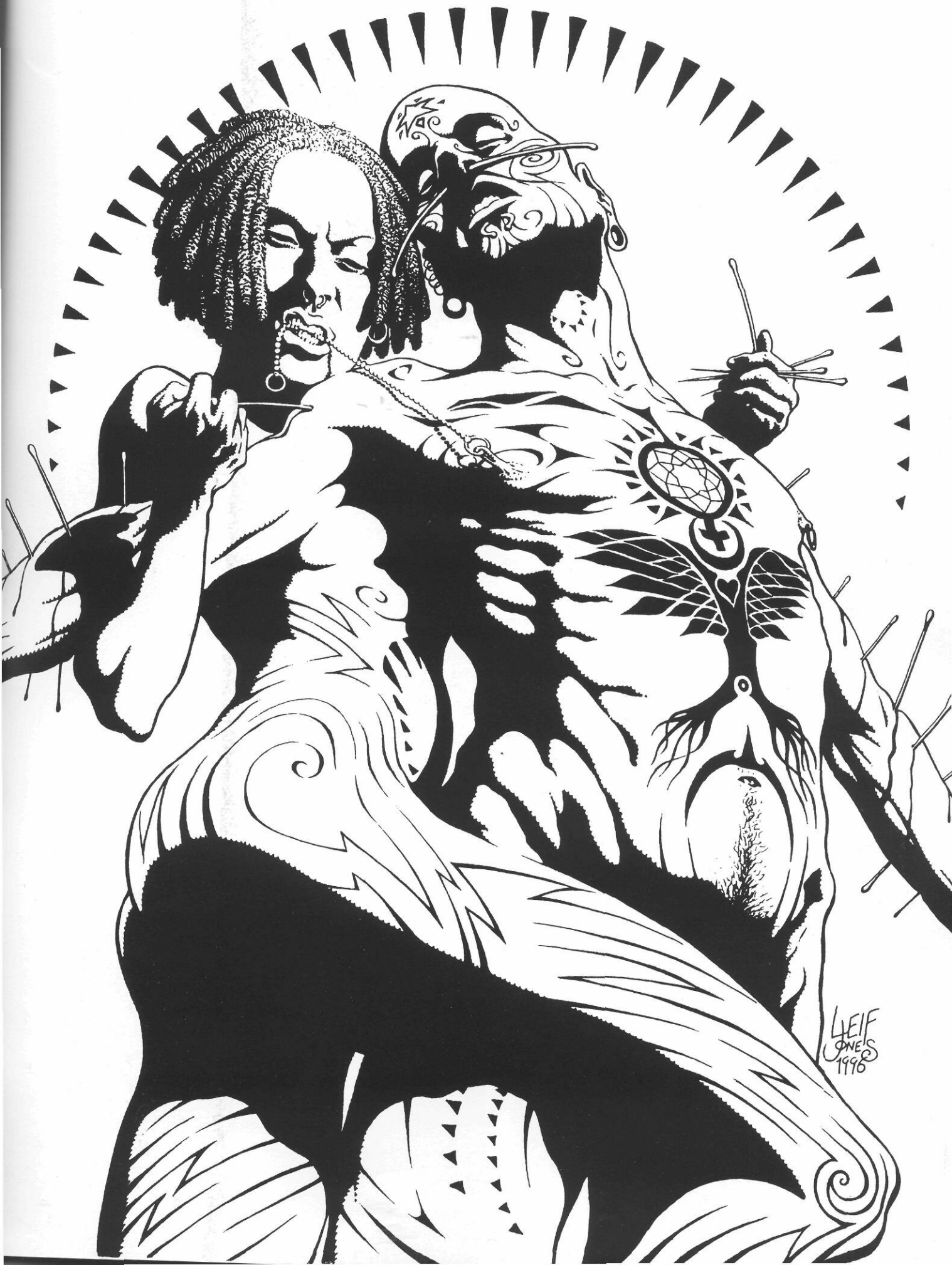
—Lee Ann, sensualist musician



LEE JONES

JEFF HOLT







DREAMSPEAKERS

THE WORLD HAS ITS OWN HEARTBEAT, LIKE A DRUM OR A PULSE THAT THUNDERS THROUGH THE VEINS OF PRIMAL DREAMSCAPES. EVERY ANIMAL AND EVERY PLACE HAS A REFLECTION, AND THAT MIRROR WORLD IS THE TRUE SPIRIT. THOUGH FEW CAN SEE THIS SPIRIT REALITY, THE DREAMSPEAKERS KNOW IT WELL. THEIR CHANTS AND FETISHES CALL TO A SIMPLER TIME WHEN ALL MEN KNEW THE HARMONIES OF NATURE, AND THEY STILL PAY RESPECTS TO THE WORLD'S SOUL. WHAT OTHERS MIGHT DISMISS AS DREAMS OR VISIONS, THE DREAMSPEAKERS RECOGNIZE AS PROFOUND TRUTHS AND MESSAGES FROM THE REVERIE OF A SLUMBERING EARTH.



LEIF JONES

We're leaving gaping wounds in the Earth: shredded trees, extinct species, strip-mined holes laid bare with toxic pollution scattered across the globe. Is it any wonder that we suffer from plague and disaster? The Earth's soul cries for healing, but nobody listens. The arrogant constructs of man do not make him powerful, they make him a murderer.

—Xoca, conservationist and terrorist

QUENTON HOOVER



CHRISTOPHER SHY

EUTHANATOS

PERHAPS NONE AMONG THE TRADITIONS IS SO MISUNDERSTOOD AS THE EUTHANATOS. THEY ARE KILLERS, REINCARNATIONISTS AND ASSASSINS, AS FAR AS THEIR COMPATRIOTS ARE CONCERNED. FOR THEIR PART, THE EUTHANATOSI AGREE: THEY TAKE THE WEIGHT OF RESPONSIBILITY FOR CLEANSING THE CYCLE OF EVIL. THEIR KNIVES SLAY THE UNJUST, END THE SUFFERING AND CUT OUT CORRUPTION — BUT THE PRICE IS THE DUTY OF KILLING. NOBODY ELSE WILL BECOME A MURDERER TO SAVE THE INNOCENT. THE EUTHANATOSI WIELD THAT KNIFE, AND ALTHOUGH THEY ARE MARKED AS KILLERS, THEIR ACTIONS ARE BORNE OF NECESSITY. DEATH IS THEIRS TO COMMAND, FOR THEY CHOOSE TO ACCEPT IT.

How do you stop a murderer? Do you lock him in a prison from which he can escape? Condition him with a psychology that is meaningless to his broken mind? Or do you send him forth so that no other victims will suffer by his hand and his soul can be released to a better fate? Make no mistake, for it cannot be taken back. Once done, you have become that murderer. Yet in that step, you have saved every other soul that he might touch. Is your own conscience a fair trade to salve the wounds of the world?

— Sir Lawrence White, conciliator of Judgment





ORDER OF HERMES

WHAT POWER IS IN A WORD, A NUMBER, A SYMBOL! A SINGLE GESTURE OR PHRASE CAN HOLD A MYRIAD CONCEPTS. THAT POWER — CONTROL OVER MAGIC THROUGH THE KNOWLEDGE OF ITS KEYSTONES — IS THE FOUNDATION OF THE ORDER OF HERMES. RIGOROUS MYSTICISM COMBINED WITH ANCIENT HERITAGE BIRTH A FORMULA TO DESCRIBE MAGIC ITSELF. THAT FORMULA CAN BE STUDIED AND TAUGHT AS A COMMON LANGUAGE BETWEEN ALL MAGES OF THE ORDER.

FROM SUCH ROOTS, THE ORDER SPREADS ITS WISDOM, MENTOR TO STUDENT, PEER TO PEER, DESCRIBING A FORMULA FOR EVERY PERMUTATION OF POWER. THE GRAND ALLIANCE'S TECHNIQUE PASSES DOWN THROUGH TOMES AND OBJECTS OF POWER, SPREADS THROUGH ITS SECRET SOCIETY AND CODIFIES EVERY FANTASY INTO A SPELL OF AUTHORITY.

Like everything else, magic follows certain rules: spells, chants, names, grimoires, talismans — they all hold power. Learn the rules, and you can make the magic sit up and beg. Then you can learn to break the rules, and that's where anything becomes possible.

— Mark Hallward Gillan, Hermetic errant

MICHAEL GAYDOS

LEIF JONES



Sons of Ether

PIONEERS AND MADMEN, THE SONS OF ETHER GATHER THE FAILURES AND CAST-OFFS OF SCIENCE TO BREATHE NEW LIFE INTO THEM. EVERY SPARK OF CREATIVITY IS AN IDEA WAITING FOR AN INVENTION. IN THE SCIENCE THAT OTHERS REFUSE TO ACKNOWLEDGE, THERE'S NOVELTY. THE UNDEFINED CRACKS WHERE SCIENCE CAN'T OR WON'T EXPLAIN THE UNIVERSE — IN THOSE FUZZY AND UNCERTAIN SPACES — EVERYTHING'S PROBABLE. THE RIGHT THEORY, THE RIGHT TOOL AND THE RIGHT DEDICATION COMBINE TO MAKE THE WILDEST DREAMS POSSIBLE. ROBOT SOLDIERS! SHRINK RAYS! DARK MATTER! QUANTUM UNCERTAINTY! TELEPATHIC HELMETS! GRAVITIC WARPS! ALTHOUGH HUMANITY MAY REJECT THESE THEORIES, THE SONS OF ETHER EMBRACE THEM. NOTHING IS IMPOSSIBLE FOR A SCIENTIST WITH A VISION.

If you want a hard science that neatly ties up the cosmos and explains it with a ribbon on top, you're in the wrong universe. Newton's nice little physics proved wrong when space and time are interchangeable.

Einstein's theories couldn't be reconciled with quantum mechanics. The universe is bigger than any one theory.

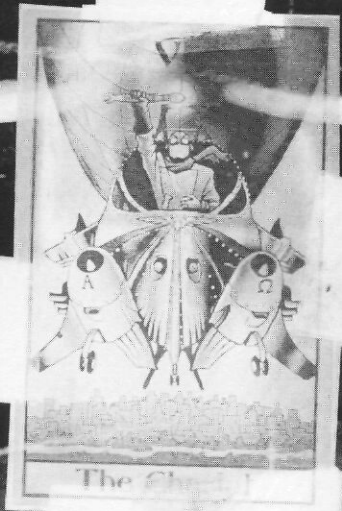
Let me prove it to you....

— Dr. Wilhelm Gottfried,
Ph.D.,
professor of theoretical physics

LEIF JONES

MARK JACKSON





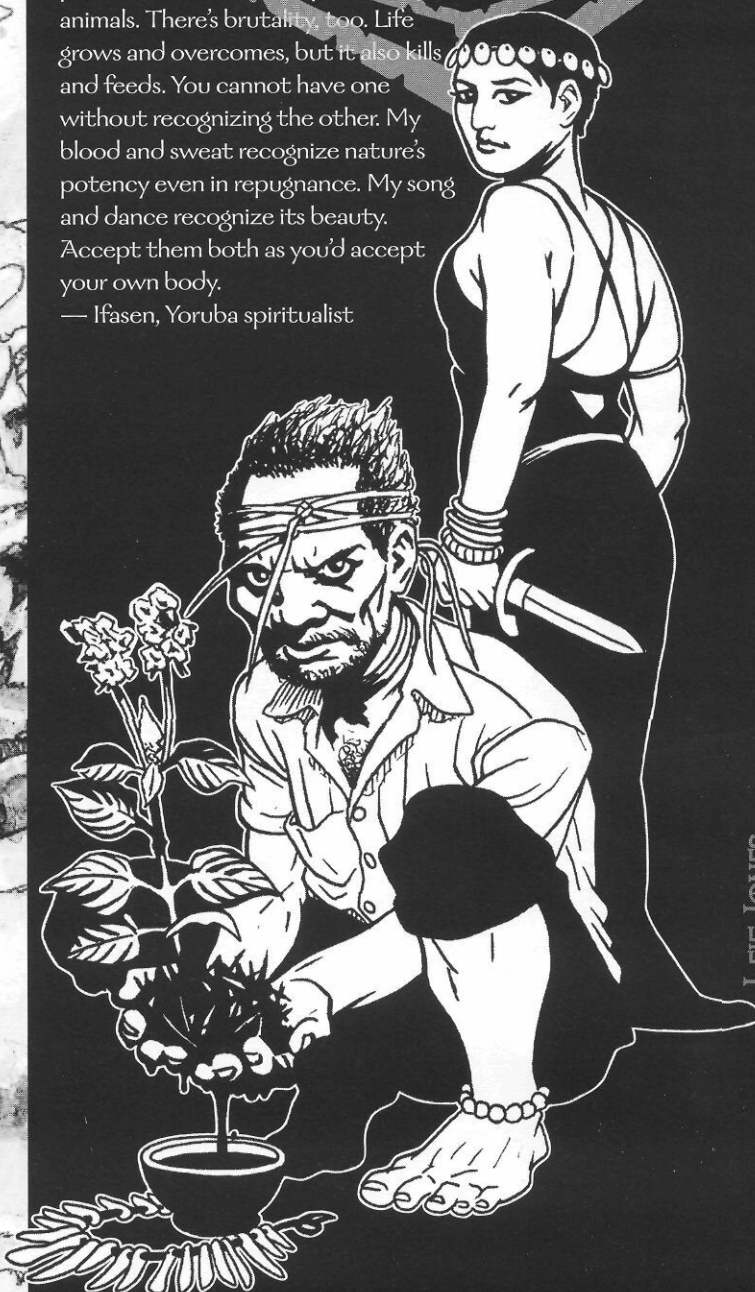
ASH ARNETT

VERBENA

BLOOD, COURSES THROUGH THE BODY, FEEDS THE FLESH, CARRIES THE ESSENCE OF LIFE. IT RETURNS TO THE EARTH, BORN ANEW AND RISING IN PLANTS, ANIMALS AND PEOPLE. BLOOD IS THE SYMBOL OF LIFE, AN EVER-FLOWING AND EVER-GIVING CYCLE THAT THE VERBENA HOLD DEAR. LIFE'S MYSTERIES BLOSSOM UNDER THE CARE OF THE HEALERS, HERBALISTS, WITCHES AND MYSTICS OF THIS TRADITION. MAKE NO MISTAKE, THOUGH: LIFE IS A BLOODY AFFAIR INDEED. THE VERBENA DO NOT SANITIZE THE CYCLE OF GROWTH, PREDATION AND DEATH. INSTEAD, THEY CELEBRATE THE SACREDNESS OF LIFE IN BOTH PURITY AND BLOODY, ELEMENTAL RITUAL.

There's beauty in nature, to be sure, in plants and flowers and quaint furry animals. There's brutality, too. Life grows and overcomes, but it also kills and feeds. You cannot have one without recognizing the other. My blood and sweat recognize nature's potency even in repugnance. My song and dance recognize its beauty. Accept them both as you'd accept your own body.

— Ifasen, Yoruba spiritualist



RICHARD KANE FERGUSON



GUY DAVIS



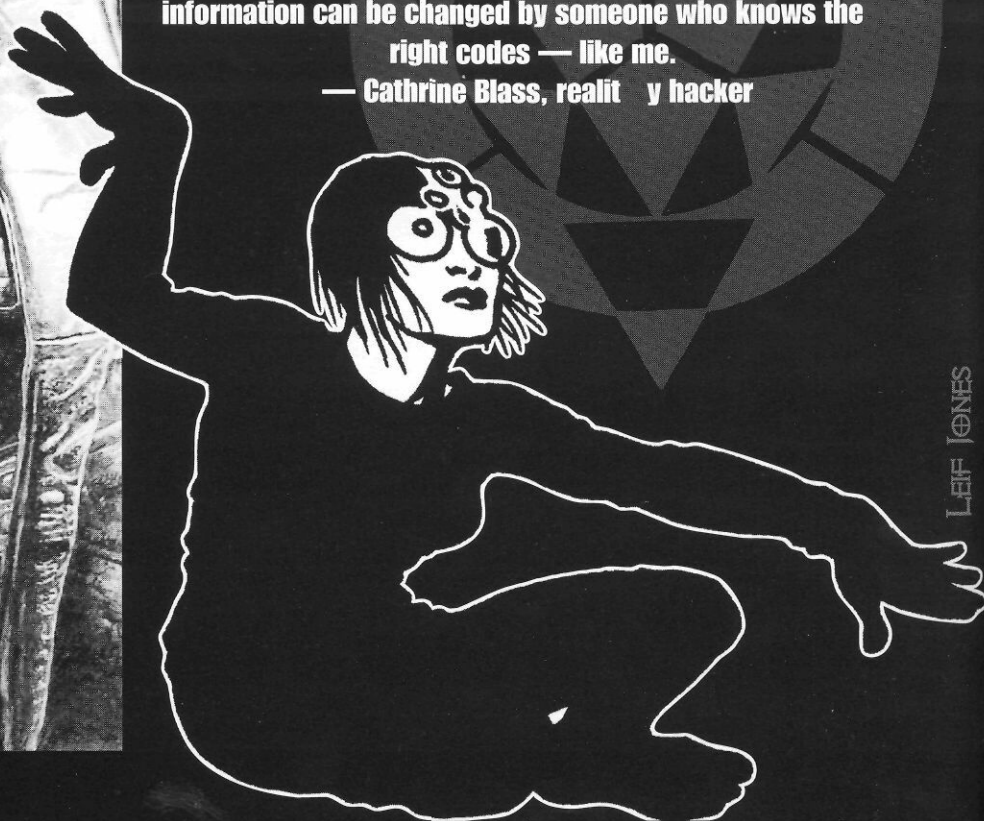
DAVID LERI

VIRTUAL ADEPTS

GIVEN HOW MUCH COMPUTERS HAVE CHANGED SOCIETY IN JUST A FEW DECADES, IT'S NOT SURPRISING THAT THERE'S AN ENTIRE TRADITION BUILT AROUND THEM. THE VIRTUAL ADEPTS EXPLORE THE REALMS OF COMPUTER SCIENCE AND ENGINEERING, AND WITH THEM, INFORMATION SCIENCE AND COMPUTABILITY. FROM THERE, THE ADEPTS DIVE INTO THE UNDERLYING CODES OF HOW THINGS WORK AND WHAT THEY MEAN: THE INFORMATION PRINCIPLES THAT GUIDE THE VERY PERCEPTION OF AND INTERACTION WITH REALITY. IN VIRTUAL WORLDS OF THEIR OWN CREATION, THE ADEPTS BUILD A NEW VISION OF REALITY AND A BETTER HOME FOR HUMANITY.

What you see, hear and feel are all just signals in your mind — information about the world around you. That information can be changed by someone who knows the right codes — like me.

— Cathrine Blass, reality hacker



LEIF JONES



SCOTT BAXA

SCOTT BAXA



HOLLOW ONES

REVELING IN GOTHIC DECADENCE AND SPLENDOR, THE HOLLOW ONES AWAIT THE COMING DEATH OF CULTURE. THEY'VE TAKEN THE PIECES THEY WANT FROM VARIOUS REVOLUTIONARY AND LIBERATING IDEOLOGIES OF THE PAST, FROM VICTORIAN POETRY WITH A FINE SPLASH OF ABSINTHE TO FLAPPER ACTIVISM AND MODERN GOTHIC-PUNK COUNTERCULTURE. THEIR MAGIC DRAWS ELEMENTS FROM ALL OF THESE PHILOSOPHIES, AND THEY TAKE WHAT THEY WANT, LEAVING THE REST BEHIND. DROWNING IN BLEAK ROMANTICISM AND REBELLION, THEY REJECT CONFORMITY AND STERILE MODERN CIVILIZATION FOR A MORE ELEGANT AGE.

These trappings of outward death are nothing but reflections of a death of the soul. Of course, with the rest of the world crumbling, we might as well enjoy the descent into its demise.
— Dracon, nihilist pretender



MARK JACKSON

LEIF JONES





CRAFTS, ORPHANS AND DISPARATES

ALTHOUGH THE NINE TRADITIONS FORM THE BASIS OF MYSTIC SOCIETY, THERE ARE MANY IMAGES WHO REFUSE THE FORMS ESPOUSED BY THE TRADITION COUNCIL. SOME IMAGES JUST WANT TO BE LEFT ALONE; OTHERS NEVER LEARNED THE WAYS OF THE TRADITIONS, OR PRACTICED THE BELIEFS OF THEIR NATIVE CULTURES. THESE DISPARATE IMAGES COME FROM ALL WALKS OF LIFE. LIKE ALL OTHER IMAGES, THOUGH, THEY FIND THEMSELVES THRUST INTO UNUSUAL SITUATIONS AND CIRCUMSTANCES. THE ONLY CERTAINTY ABOUT THEM IS THEIR UNPREDICTABLE VARIETY.

THERE IS A MISTAKEN NOTION THAT ONE MUST TAKE SIDES - THAT THE TRADITIONS AND TECHNOCRACY REPRESENT THE ENDS OF MAGIC AND SCIENCE. THE WORLD WAS BORN WITHOUT THEM, AND THEY ARE NOTHING MORE THAN ARTIFACTS OF HUMANITY. IN TIME EVEN THEIR BELIEFS SHALL PASS ON.

- SUMIR MUFSAH, AHL-i-BATIN PHILOSOPHER



MICHAEL GAYDOS

LEIF JONES



THE TECHNOCRACY

TO DEFEND MANKIND FROM THE TERRORS OF THE SUPERNATURAL, A UNION FORMED. BORN OF REASON, IT SOUGHT TO CODIFY THE WORLD, TO ESTABLISH UNIVERSAL PRINCIPLES AND TO CREATE TOOLS AND SCIENCES THAT COULD BENEFIT ALL HUMANITY. THE IMAGES OF THIS UNION SUCCEEDED, BUT AT A HIGH PRICE. THE TECHNOCRATIC UNION HAS GUIDED THE WORLD TO A TECHNOLOGICAL AGE; ITS MAGIC IS SCIENCE AND ITS WATCHWORD IS REASON. WITHOUT THE SPARK OF IMAGINATION, THOUGH, TECHNOCRATIC SCIENCE LEADS TO STERILE CONFORMITY, CRUSHING MAGIC IN FAVOR OF A BLAND, "SAFE" WORLD. THE TECHNOCRACY'S TOOLS ARE POTENT MACHINES AND THEORETICAL PRACTICES, BUT IN SAVING THE WORLD FROM WONDER IT MAY DOOM THE WORLD TO HOPELESSNESS.





STEVE ELLIS

ITERATION X

EVERY TOOL IS AN OBJECT TO EMPOWER HUMANITY: A DEVICE THAT SAVES LABOR, INCREASES EFFICIENCY AND MULTIPLIES MIND AND BODY. ITERATION X HOLDS THE PAST MASTERS OF SUCH CREATIONS, BE THEY MECHANICAL, ELECTRONIC OR OF SOME TECHNOLOGY BEYOND CURRENT SCIENTIFIC THINKING. GUIDED BY THE PRECISION OF SENTIENT COMPUTERS AND AUGMENTED THROUGH CYBERNETIC TECHNOLOGY, THE AGENTS OF ITERATION X EXPLORE UPON MATERIAL SCIENCE, COMPUTER ENGINEERING AND ROBOTIC DESIGN AS MEANS TO MOVE PAST THE LIMITATIONS OF MACHINE OR FLESH. SCIENTISTS PURGE RANDOMNESS OR MYSTICISM WITH THEIR MATHEMATICAL PROOFS WHILE ENHANCED FIELD AGENTS HUNT AND DESTROY THREATS TO HUMANITY. BUT ARE THEY MASTERS OF THE MACHINES... OR SERVANTS?

HUMANITY MAKES ITS OWN DESTINY NOW, WITHOUT THE TERROR OF MONSTERS OR FALSE MYSTICISM. WE HAVE GIVEN PEOPLE THE TOOLS TO MAKE THEIR OWN WORLD. THEY'VE BOUGHT INTO THE DEAL; WE'LL SHEPHERD THEM TO THEIR CHOSEN SAFETY BY WHATEVER MEANS NECESSARY.

— IVAN COVINGTON, ITERATION X FIELD AGENT



LEIF JONES

THE PROGENITORS

THE HUMAN BODY IS PERHAPS THE ULTIMATE MACHINE. PROGENITORS DIVE INTO THAT MACHINE, AND INTO ALL LIVING THINGS, WITH THE PURSUITS OF MEDICINE AND GENETICS. WITH PRECISE WORK THEY CURE DISEASE AND SAVE LIVES, EVEN AS THEY PUSH THE THRESHOLDS OF CLONING, GENETIC ENGINEERING, SURGICAL MODIFICATION AND MACRO-EVOLUTION. STILL, NO SCALPEL CAN CUT TO THE HUMAN SPIRIT — AND FOR SOME DOCTORS, ANY PRICE IS WORTH THE SECRETS OF LIFE.

Allergies, birth defects,
childhood injuries, diseases
— would you even be alive
today without the advent of
medicine? No? Then *how*
much is the pursuit of that
medicine worth to you?
— Dr. Aidan Quinn,
Progenitor genengineer (and
genetic experiment)

PAUL PHILLIPS

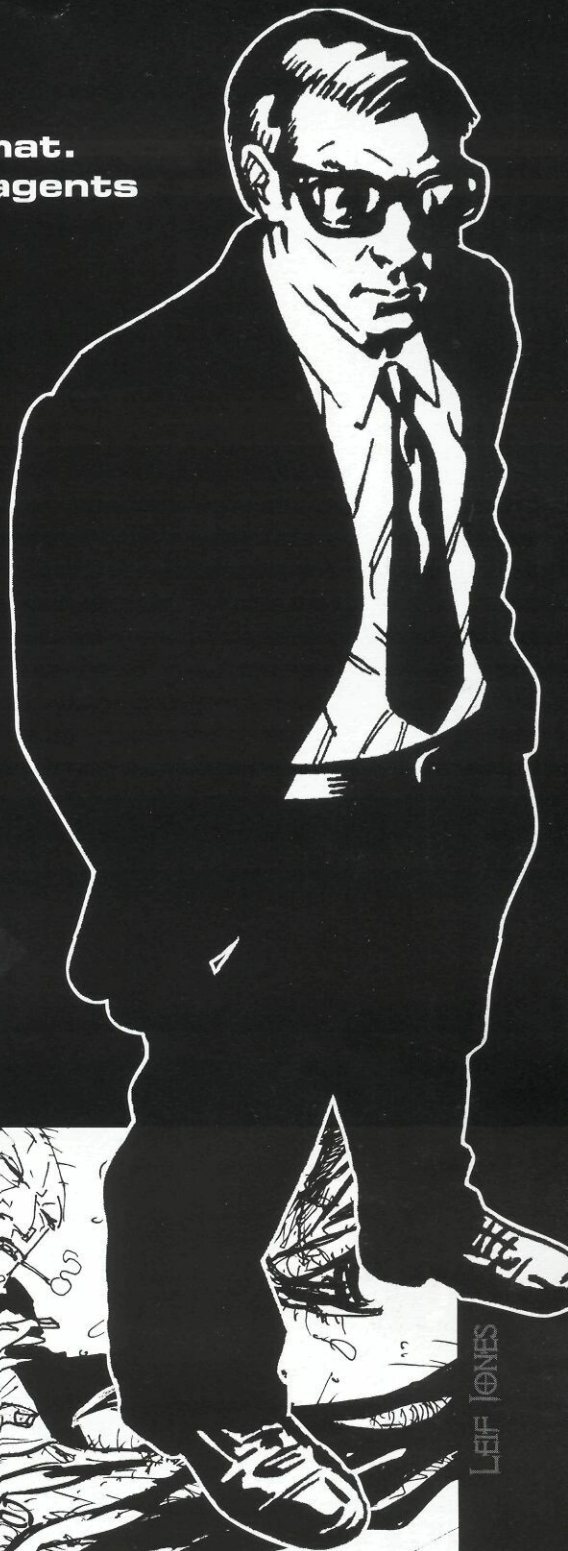
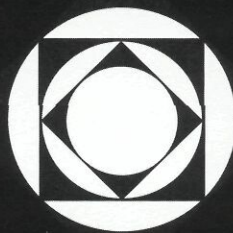
PHILLIPS 1996

LEIF JONES

**You're not cleared for that.
— Any number of NWO agents**

THE NEW WORLD ORDER

AS EVERY PSYCHOLOGIST, NEWSMAN, SPIN DOCTOR AND SPY KNOWS, INFORMATION IS POWER, AND PERCEPTION IS ONLY A STEP AWAY FROM REALITY. THE NEW WORLD ORDER EXISTS TO OVERSEE THE DISSEMINATION OF INFORMATION, THE PRESS OF ACADEMIA AND PHILOSOPHY, AND THE PROMULGATION OF SAFE KNOWLEDGE TO THE MASSES — BE IT USEFUL EVERYDAY WISDOM OR STERILIZED, REVISED HISTORICAL "FACTS." THE SIGNATURE MEN IN BLACK ENFORCE OPERATIONS THROUGH THE SECRET MANIPULATION OF AUTHORITY. THE NWO CAREFULLY CHOOSES WHAT THE WORLD SEES AND HEARS, EVEN AS ITS OWN EXISTENCE REMAINS SHROUDED IN MYSTERY.



LEIF JONES

T. Cypress 98

TOBY CYPRESS

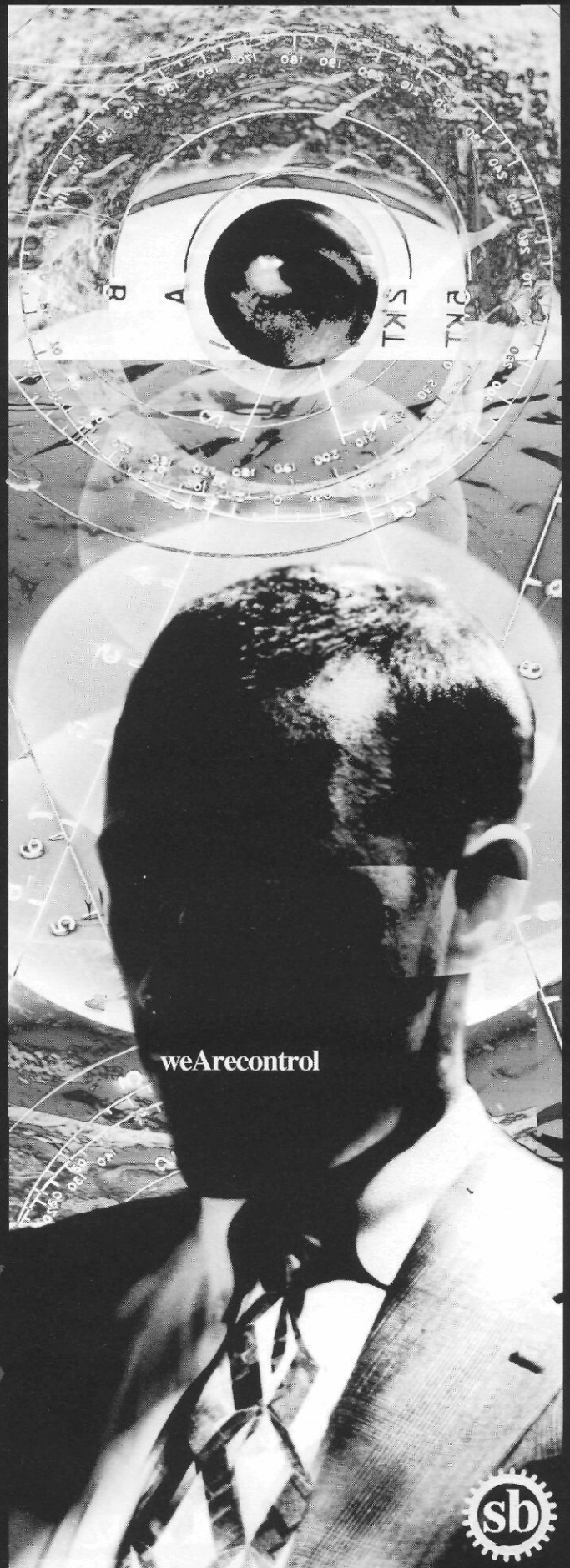
THE SYNDICATE

MONEY MAKES THE WORLD GO 'ROUND, THEY SAY — AND WHILE IT MAY NOT BE LITERALLY TRUE, IT'S CLOSE ENOUGH FOR THE SYNDICATE. THESE FINANCIERS TOY WITH ECONOMICS AND MARKETS THE WAY THAT SOME PEOPLE WOULD PLAY WITH MONOPOLY MONEY. THEY'VE GOT THE CASH, THE CARS, THE COOL PRODUCTS AND THE MEANS TO USE 'EM, AND THEY'LL LET YOU HAVE IT ALL FOR THE RIGHT PRICE — IF YOU BUY INTO WHAT THEY TELL YOU.

I swipe a piece of plastic like so, and the numbers change. I make a phone call and it impacts the livelihood of six thousand people. I shake a hand, close a deal, and the entire Pacific Rim changes. All for a concept of “money” that you don’t even see. It’s said that money can’t solve problems, but I beg to differ: The bottom line not only solves problems, it tells you which ones are worth solving. — Choe Yo’ng, Syndicate Vice President of Operations



LEIF JONES



SCOTT BAXA

LEIF JONES



THE VOID ENGINEERS

BE IT IN CAREFULLY-BUILT SPACECRAFT, STURDY UNDERWATER VESSELS OR INTERDIMENSIONAL RESEARCH VEHICLES, THE VOID ENGINEERS EXPLORE EVERY NEW FRONTIER. THEIR MAPS AND CHARTS DISPEL IGNORANCE EVEN AS THEIR TRAVELS BRING BACK NEW RESOURCES OR STARTLING DISCOVERIES. WITH DIMENSIONAL SCIENCE, THEY PIERCE THE GAUNTLET TO VISIT ALIEN REALMS. THEIR SOLDIERS ARE HUMANITY'S DEFENSE AGAINST THE TERRIBLE THINGS THAT WAIT BEYOND EARTH. BUT PERHAPS A UNIVERSE THIS VAST SIMPLY CAN'T BE MEASURED... OR THE KNOWING OF IT MAY BE ENOUGH TO DRIVE ANY MAN MAD.

Team one to Ares City... we've got dimensional breaches all the hell over the place and aliens running rampant. Power core's out and I'm going to have to go hand-to-hand. Looks like another day in the corps....

— Jack Dosin, Void Engineer marine, shortly before retaking Tenebrous Station (with award for meritorious service)

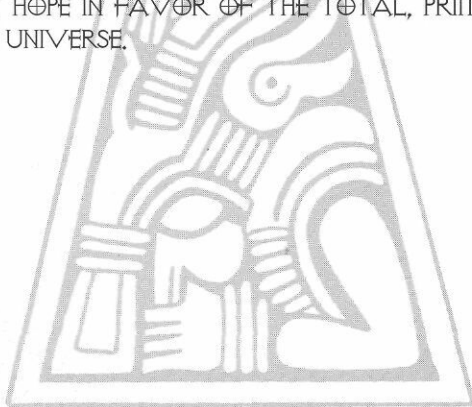


LEIF JONES

Leif Jones
1995

MARAUDERS AND NEPHANDI

THOUGH THE TECHNOCRACY AND TRADITIONS BATTLE FOR MYSTIC SUPREMACY, OTHER FACTIONS VIE TO TEAR DOWN THEIR ENLIGHTENMENT. SOME IMAGES, SO TWISTED BY GREED, PRIDE OR INSANITY THAT THEY CANNOT FOLLOW THE GUIDING LIGHT OF EITHER GROUP, HIDE IN CORNERS WHERE EVEN OTHER IMAGES DREAD LOOKING. THE MARAUDERS BEND THE WORLD TO SUIT THEIR OWN TORTURED INNER VISIONS. CRACKED BY THE REVELATIONS OF MAGIC, THESE MAGICIANS LIVE WRAPPED IN FANTASY, WITH THE POWER TO INFLICT THEIR STRANGE DESIRES AT WILL. AND MOST DAMNED AND TERRIBLE OF ALL ARE THE NEPHANDI, WHOSE VERY SOULS ARE WARPED IN THEIR SERVICE TO DARK POWERS OR GIBBERING GODS FROM BEYOND HUMAN EXPERIENCE. THE FALLEN GIVE UP ANY HOPE IN FAVOR OF THE TOTAL, PRIMAL DESTRUCTION OF THE UNIVERSE.



JOHN COBB

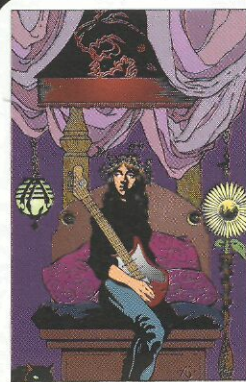


MIKE DANZA



THE TRADITIONS/RØDS

ALEX SHEKTMAN



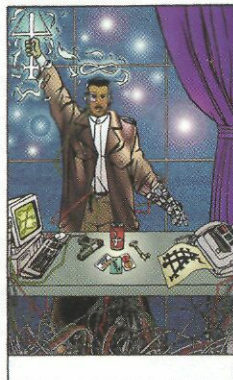
THE SUIT ⊕ OF ⊕QUESTING

THE IMAGE TAROT

JOSHUA GABRIEL TIMBROOK



0- THE FOOL
CHANGELING



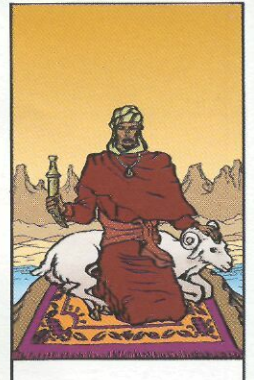
I- THE IMAGE
VIRTUAL ADEPTS



II- THE HIGH
PRIESTESS
DREAMSPEAKERS



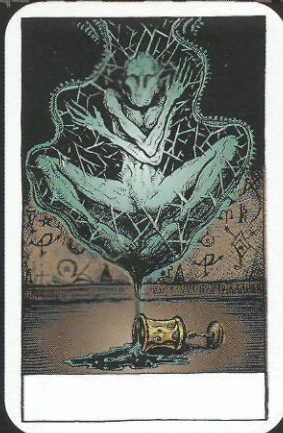
III- THE EMPRESS
VERBENA



IV- THE EMPEROR
ORDER OF HERMITES

THE MAJOR ARCANA

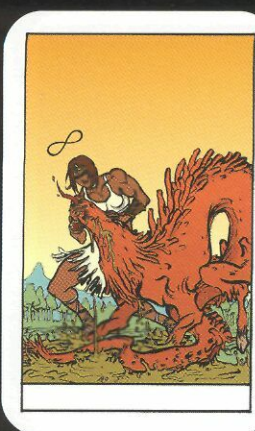
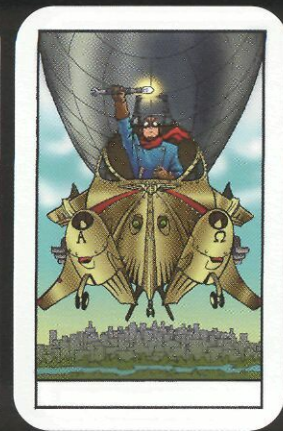
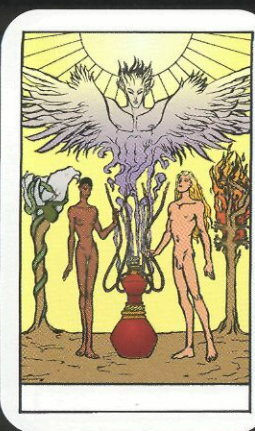
THE NEPHANDI CUPS



JOHN COBB

THE SUIT ⊕ PRIMORDIALISM

THE PAGE TAROT



V- THE HIEROPHANT
CELESTIAL CHORUS

VI- THE LOVERS
CULT OF ECSTASY

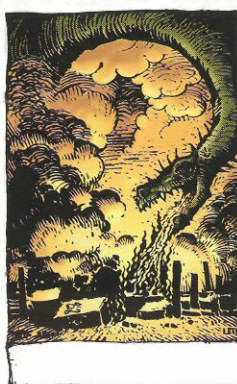
VII- THE CHARIOT
SONS OF ETHER

VIII- STRENGTH
WEREWOLF

IX- THE HERMIT
THE HOLLOW ONES

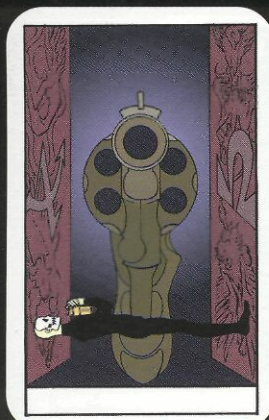
THE MAJOR ARCANA

THE THARAUERS SWORDS

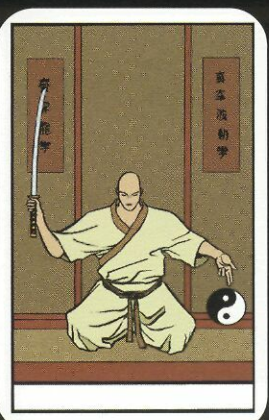


THE SUIT ⊕ DYNAMISM

THE PAGE TAROT



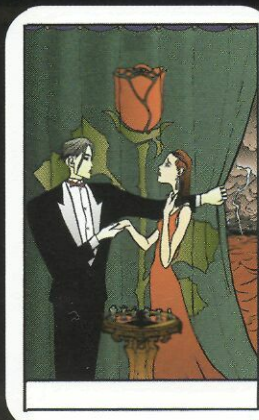
X- WHEEL OF
FORTUNE
EUTHANATOS



XI- JUSTICE
AKASHIC
BROTHERHOOD



XII- THE HANGED
MAN
WRAITH



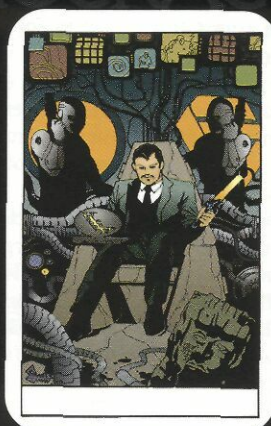
XIII- DEATH
VAIPIRE



XIV- TEMPERANCE
GOLCONDA

THE MAJOR ARCANA

THE TECHNOCRACY COINS



DAN SMITH

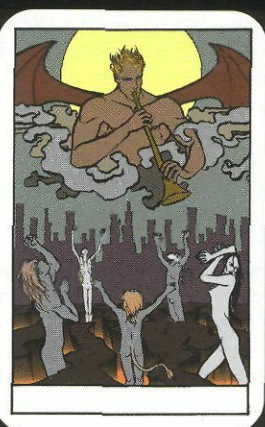
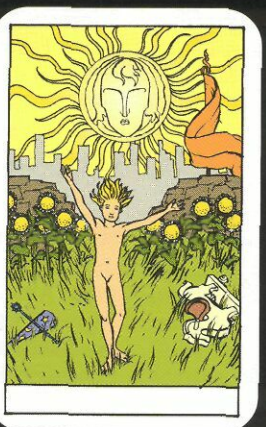
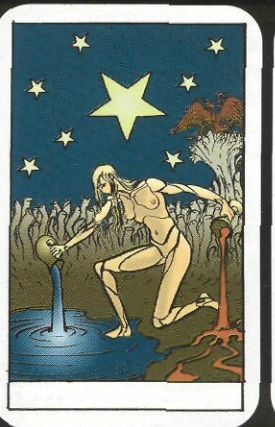
THE SUIT OF PATTERN



XV- THE DEVIL
THE WYRM

XVI- THE TOWER
THE CHANTRY

THE AGE TAROT



XVII- THE STAR
THE UMBRA

XVIII- THE MOON
LUNA

XIX- THE SUN
ASCENSION

XX- JUDGEMENT
GEHENNA

XXI- THE WORLD
GAIA

THE MAJOR ARCANA

COLOR BY LAWRENCE SNELLY

Larry MacDougall studied animation and illustration at Sheridan College and now is a full-time, freelance illustrator working in the horror/sci-fi/fantasy market. His striking and evocative visuals have appeared in every White Wolf gameline since the very beginning of the company, and he has only gotten better with time. He currently resides in Hamilton, Ontario with his wife Patricia.

It difficult to talk about **Guy Davis** without gushing from every pore about just how great he is to work with. Beyond the fact that he's one of the best storytellers in the world and influences almost every artist we encounter, he's a super-nice fellow to boot. Guy's *Baker Street* and *Sandman Mystery Theatre* were big influences on many of our *Vampire* artists so it was only fitting to get Guy to work on the *Vampire* lines. Well, the match was a success, and we've made many a gorgeous and disturbing book together, usually with the aid of longtime cohort, Vince Locke.

Leif Jones rules! Not many pieces have that jaw-dropping effect on people like Leif's art does. Whether it's horror, sci-fi or fantasy, it's always a treat to get his art in and watch people 'oh' and 'ah' over it. The boy is a powerhouse of unique visions and never-seen-before storytelling perspectives, making him a favorite among art directors and fans alike. His eclectic style is a breath of fresh air in an industry littered with copycat techniques and stifling clichés.

Alex Shiekman started in the industry working for Marvel Comics and Slave Labor Graphics, but he has since worked his beautiful gothic style to great effect on *Vampire: The Dark Ages*, *Rage* and *Mage: The Ascension*.

Andrew Robinson has done many wonderful comic projects that include *Dusty Starr* for Image and *Starman* for DC Comics. He lives in Florida where it's nice and warm (and many a hot babe resides).

When we need some heavies, gangsters or thugs (which is often), it's time to call **Mike Danza**, private eye. (No, he's not really a P.I. but it sounds good.) Mike's darkly chilling monoprints and ink drawings have gotten so good in the last few years, it's downright scary (literally). Mike lives in Brooklyn with his wife, Jennifer, who is also an illustrator.

A relative newcomer, **David Leri** has already impressed everyone to the point where it's hard to get his attention nowadays. Extraordinarily detailed pencil drawings began a career that has blossomed into masterful color paintings, the best of which he's done for the *Legends of the Five Rings* line for Five Rings Publishing.

Andrew Trabbold is one of those artists who hits a stride every so often where his work literally transforms into something better and more interesting than before without sacrificing strong ideas and storytelling in the process. His classic 'woodcut' and 'fine line' ink techniques are rare luxuries that add depth to a book that is unmistakably his.

Christopher Shy is a talented chap whose photorealistic and surreal work always get the motors running. He does the full-time thing as a computer graphic artist for Kinesoft by day, and he moonlights as an illustrator by night.

William O Connor is our Rock of Gibraltar. He's done the more covers for White Wolf than any other artist, and deservedly so. Bill was there way back in the beginning with *Ars Magica* before White Wolf was even an official company. The consummate professional and gentleman, Bill is always there when you need him. He's gone on to become one of the most sought-after artists in the field working on *Magic The Gathering*, *Trinity* and *Dark Ages*.

The lovechild of Hunter S. Thompson and Tom Jones, **Richard Kane Ferguson**, is a true wildman of the gaming and comic book industry. His wildly kinetic and colorful card art has graced *Magic The Gathering*, *Rage* and *Neverway*. Richard runs Totem Studio out of the back of his dad's antique store in Saratoga Springs, New York.

When it came down to redoing our signature characters for the new edition of *Vampire*, Our first thoughts were of **John Van Fleet's** work. Having produced beautiful and strikingly graphic art for *Typhoid*, *Shadows Fall* and *X-Files*, as well as cover art for our fiction division, it seemed only fitting to set him loose in the World of Darkness and see what happened. What resulted were outstanding signature pieces that set a new standard for our industry and one of our most satisfying collaborations with an artist. John lives in Chapel Hill, NC with his wife, Paige, and daughter Grace.

Mark Jackson's clean and beautiful art has been with White Wolf for a long time with no signs of stopping. His designs for Lucita, Anatole and Sascha Vykos helped define the look of our *Vampire* signature characters which have gone on to become cornerstones in the White Wolf mythos.

One of the few original artists that's still producing art for us, **John Cobb's** eerie and heavily gothic art keeps getting stranger and more interesting as time goes on.

Joshua Gabriel Timbrook's contribution to White Wolf is enormous. One of the original creators of the *Vampire* game, he helped establish much of the earlier fashion and attitude of the game's Gothic-Punk vision.

Another of our most reliable artists is **Michael Gaydos**, whose beautiful and striking art has graced every gameline we've produced. Michael's a terrific storyteller, and he never fails to impress us with every project he turns in. Beyond his work for White Wolf, his comic book art can be found in *Inferno* by Caliber Comics.

Jason Felix is a very disturbed mortal whose artwork espouses ordered chaos. His artwork has appeared in numerous supplements such as: *Vampire: The Dark Ages*, *Changeling*, *Wraith: The Oblivion*, and *The Ascension* trilogy book set by Robert Weinberg. His most recent work can be seen on the cover of *Mage: Masters of the Art*.

At first it's hard to notice **Jeff Holt**, as he's a very quiet fella. Then the first thing you see is The Mustache, and it's all downhill from there. Although clinically insane, his artwork has illuminated the pages of just about every White Wolf gameline. Its easy to see that this Internationally Renowned Illustrator is on the road to greatness (or Freeport).

Lawrence Allen Williams is a fan-favorite, in all the best ways. Not only talented, he's also one of the nicest artists anyone can meet, especially at one of the many conventions he likes to attend. **LAW** is still remembered fondly here for his habit, in the early days, of showing up at the office before dawn and napping in our doorway, his assignment held gently in his arms. That's dedication!

We expect to see great things from **Toby Cypress** in the years to come, as this talented newcomer to White Wolf continues to delight us with his expressive, kinetic and well-drawn work.

Talking to **Drew Tucker** is better than a full-body massage for relieving the stress and strain of everyday life. If he ever gets tired of attending Art School (this time in NY, NY) he could do well as a relaxation guru. Oddly enough, his art, while dreamlike on occasion, has a pretty dark side- which is why we love him so.

One of the best kept secrets of the art world, **Henry Higgenbotham** creates startlingly beautiful sculptures which we then use as 2D images. Adored by women and admired by men, Henry can create anything in the world from the beaver skulls, old machine parts, broken toys and roadkill that he stores away in secret rooms on his farm.

Greg and Tim Hildebrandt are two of the seminal influences of modern fantastic illustration. Their works, both together and separately, are inspirations for the imaginations of millions throughout the world. Known for their beautiful paintings on the Tolkien Calendars, the Unicorn Press special editions and an incredible number of trading cards, we were thrilled to work with them on the prelude of *Sorcerers Crusade*.

One of the best at graphic illustration is the delightful **Mr. Dan Smith**. A veritable work-horse of the RPG industry and a main-stay of the early days of White Wolf, his work is now seen all over Steve Jackson Games.

As Grand Poobah Art Guy at DC Comics, **Mark Chiarello** already does the job of ten normal men. Add to his responsibilities books like *Batman: Black & White* and we're amazed he found that time to create such a high-quality illustration as the *Sorcerer* cover for us. But we're sure glad he did.

We've had a lot of fun with **Langdon Foss** over the past couple of years on a variety of gamelines including *Trinity* and *Mage*. His highly detailed line drawings are a delight to peruse for those little bits that add so much to his work. At the same time Langdon does tell a mean story with his illustrations, which is what we love to see.

Steve Ellis has issues. Fortunately he can work them out in his insanely kinetic artwork. A master of the action scene, he combines a lovely touch with the pen and brush with some real storytelling abilities. So he's OK, if you like that sort of thing. Which we do.

Known as Don Arnetto von Snackpants y El Bastardo of the Slotharms; the landed aristocrat, talented illustrator and award winning print and web designer **Ash Arnett** is no stranger to controversy. Raised on his father, the Colonel's, plantation in the Deep South he soon tired of a life of Mint Juleps and hunting expeditions to the Congo. He spent some time as a designer/illustrator/art director with White Wolf but left finally to start his own design firm- or because he was disgusted by the staff's inability to keep a crisp crease in their pants.

Quinton Hoover is one of our favorite artists and hasn't done enough work with us in the past few years. His highly designed linework has graced both our books and many *Magic: The Gathering* cards.

Heather McKinney's unique blend of lineart and zip has been all over *Mage* for the past several years, luckily for us. Oddly enough, some of her illustrations feature characters that look like the real-life Phil Brucato. We'll let you find them, but here's a clue: he has a beard.

One of the white knights of the RPG industry is the truly gifted **Jeff Laubenstein**. Once one of the guiding visual lights over at FASA Games as art director and illustrator he now freelances from a very busy home somewhere in the midwest. If you see Jeff at a convention tell him great he is- it's true but he just can't seem to get it through his head.

Having illustrated, designed and art directed for White Wolf for well since before *Vampire: The Masquerade* was first published- **Richard Thomas** can't believe he has to write out his own bio. Besides being grumpy, he has illustrated for many companies in and out of the RPG industry and was one of the original artists for *Magic: The Gathering*. There- it's done.

Omar Rayyan is another relative newcomer to White Wolf, yet his uncanny ability to render in the style of the old masters makes him a very different sort of illustrator, and one sure to delight with every new project.

We've worked with **Anthony Hightower** for many years, before he graduated from art school in fact, and he continues to be as much a pleasure to work with as his paintings are to view. We're hoping for many more years to come.

Scott Baxa: is there any style this guy can't work in? The computer art pieces that so perfectly captured the feel of the Technocracy were his first tries at that style- unbelievable! Although rumored to be the less attractive of the Baxa Boys, we're sure Scott's wide-ranging illustration talent will compensate for any imagined shortcomings.

Better known for his work on *Changeling: The Dreaming*, **Paul Phillips** manages to capture the more mystical, ethereal side of Mage with his beautiful ink-work.

What happens when you mix a New York wise-mouth with the artworld? You get **Kevin Murphy**, once one of the hardest working illustrators in the Big Apple. Not only did he do about a zillion bookcovers, he was also the illustrator for the Rolling Stones' Bridges to Babylon album. But now he's turned his back on the city and lives in the country, exhibiting in fine arts galleries and trying to figure out how to get a good NY restaurant to deliver.

John Zeleznik is one of the truly professional illustrators we've had the pleasure to work with in the RPG industry. A fantastic artist who also delivers the work as promised, when promised, is a real treasure as his work for us and most of the other gaming companies we can think of testifies. Check out the incredible covers John has done for Palladium Books in the past several years as an example.

To keep from doing one more box design that would have surely put him over the edge, **Lawrence Snelly** came to White Wolf in 1994 with a bag of free miniatures under one arm and a dream under the other. They later made him an art director where he oversaw *Vampire: The Masquerade*, *Vampire: The Dark Ages* and his crowning achievement, *Kindred of the East*. He also freelances as an illustrator and his card artwork has appeared in *Magic The Gathering*, *Vampire The Eternal Struggle*, *Rage*, *Battletech* and *Dune*.

SPECIAL THANKS

TO JESS HEINIG FOR THE DARKER, GRITTIER AND "K"LESS WORLD OF MAGE

TO PHIL BRUCATO FOR THE INTENSITY AND EMOTION, AND FOR CARING ABOUT EVERY ASPECT OF MAGE, INCLUDING THE ART

TO AILEEN MILES AND LARRY SNELLY WHO GUIDED MOST OF THE ARTISTS IN THIS BOOK TOWARDS THE VISIONS SEEN HEREIN

MOST OF ALL,

TO STEWART WIECK FOR RETURNING MAGIC TO MORE THAN MERE SPELL LISTS

CREDITS

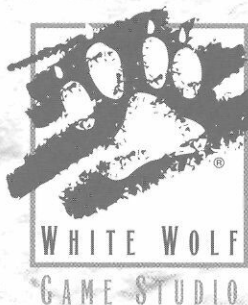
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EDITING: CARL BOWEN

MAGE GLYPHS: RICH THOMAS



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THE ART OF

MAGE[®]

THE ASCENSION

REALITY OVERTHROWN!

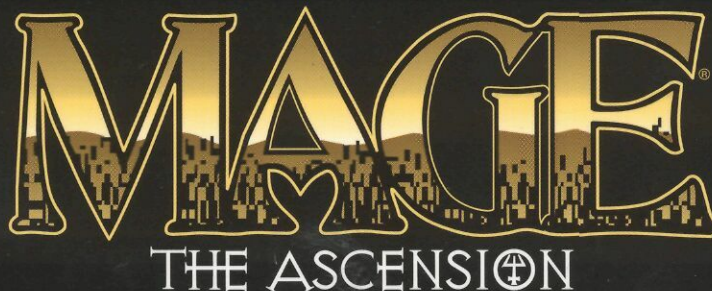
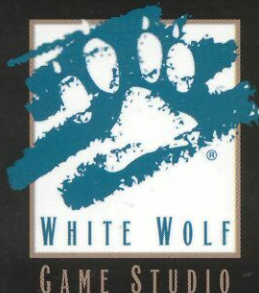
Their heritage is magic, their quest truth. They lead humanity to the far horizon and beyond. They are mages, the inventors of sorcery, science and faith. For centuries, they have battled to define existence and lead humanity to an enlightened age. Now, in an age when technology is humanity's magic, the magicians of yesteryear's mystic Traditions fight for survival and the key to the cosmos itself — Ascension.

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