

Secret Societies in Alpha Complex

Or, "Why Secret Societies are not the answer, either."

Many Demon Princes have infiltrated Alpha Complex, of course. They send in their spies, who develop their own organizations inside the Principality, hoping to quietly take control through influence and corruption. Gee, I wonder what the Computer might call groups of Commie Mutant Traitors who were formally plotting in **secret** to bend **society** to their will?

That's right: Secret Societies, just like in the original game. And just like in the original game, Secret Societies are largely useless! For their members, at least. Demon Princes and GMs alike will find them very useful when it comes to causing problems.

Major Societies

Anti-Mutant: This Secret Society was originally set up by the Computer itself to keep down 'mutant powers' (in this context, a catch-all phrase encompassing both Songs and

Band-resonance). Lately, Kobal's been sneaking people into this one, on the grounds that the inherent irony of 'mutants' fighting a war against 'mutants' was far too tempting to just pass up. Remember that everybody in Alpha Complex thinks that mutant powers are rare, despite massive evidence to the contrary.

Computer Phreaks: It started as one of Vapula's little projects, but got abandoned as being too tame. Nybbas stepped in pretty fast to take up the slack, though. The Prince of the Media finds that figuring out how the Hell these hackers think helps his Servitors get a better angle on that thrice-damned Internet.

Communists: This Secret Society is neither infiltrated nor controlled at all by outside Infernal Forces, actually: it's too pathetically weak to be worth it. However, it's also invulnerable. No matter how many cells are unearthed, the nature of life in Alpha Complex is such that the inhabitants will just start the society all over again. There's a lot of subconscious resentment about the Order of Things in the Principality, and the Communists are merely the public expression of the neurosis.

Corpore Metal: Belial sponsors this group. There's no real ideological reason for it; it's just that the idea of having

a built-in flame-thrower or plasma generator eases some dark itch in the Prince of Infernal Fire's soul.

Death Leopard: This one is Furfur's all the way, baby. The Demon Prince of Hardcore doesn't give a rat's ass about figuring out how Alpha Complex works, or how its Prince manages to break so many rules; he just loves the general atmosphere of bloodthirsty, yet pointless mayhem. Furfur is seriously considering moving.

First Church of Christ Computer-Programmer: Another Secret Society originally created by the Computer, but now completely taken over by the Game. Asmodeus especially enjoys how the name annoys Dominic. The Prince of the Game is actually fairly well disposed towards the Computer: yes, his self-imposed exile is an insult to all the other Princes, but Asmodeus looks on the security clearance system, and drools. Leave the Computer alone, and who knows what other tasty ideas will emerge?

Frankenstein Destroyers: Beleth runs this one, enjoying the fear, rage and hate that permeate these particularly stupid demons. After all, while they may know that they really don't need technology, they know this for precisely the wrong reasons.

Free Enterprise: Lilith pushed away Mammon from the feeding trough in order to get her hands on this society. All

Lilim of Paranoia, everywhere, understand the situation and keep her sweet.

Humanists: It's suspected that Kronos is behind this one: the Prince of Fate has no sense of fun, and would like to see the whole Principality run on more efficient (read, "boring") lines.

Illuminati: Malphas is suspected to run this one, or maybe Alaemon, but nobody knows for sure. Maybe nobody runs this organization.

Mystics: Fleurity has this one sewn up. It's a shame that the Prince of Drugs can't actually do anything useful with it, but what else would one expect from a temp Demon Prince?

Pro Tech: Vapula, Vapula, Vapula, with a dash of Vapula and Vapula for dessert.

Psion: Valefor got involved late, but the Prince of Theft is finding that having a bunch of psionic 'mutants' around can be useful when you're planning to steal something. There's a **lot** of outside tourists in Alpha Complex, and some of them have some very nice things indeed.

PURGE: Baal's baby, and his school for urban assault tactics. Alpha Complex offers a variety of challenges equal to the best training grounds in Gehenna -- and Baal

doesn't even have to **pay** for it. The Prince of the War feels that the Computer can stay around for a while longer.

Romantics: Nybbas' main angle. The Citizens of Alpha Complex are just as ravenous for entertainment as the damned souls in Shal-Mari, but they have even **less** critical taste. Which is *really* saying something.

Sierra Club: Saminga has this one, much to his chagrin. Still, the Demon Prince of Death has got the only animals in Hell, technically. Plus, watching idiots trying to cozy up to those quasi-animals (even though said quasi-animals are vicious, deformed, and have big sharp nasty teeth) is actually kind of funny.

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