



Secret Societies and Organizations

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Secret Societies and Organizations



Need an organization to be your party's arch-nemesis? Need a secret group to recruit your players? Need an organization to hire your characters to save the world? Of course you do, you're a game master, and as long as there are stories to be told, there will be a need for secret societies and organizations. In this latest *Two Bit Table* you will find all the tables you need to create these various groups, their members, and their hideouts/lairs.

Table 1: Secret society Name generator

D20	Type	D20	Descriptor	D20	Item
1	Alliance	1	Black	1	Circle
2	Brotherhood	2	Blind/Unseen	2	Dawn
3	Cabal	3	Blue/Cobalt	3	Destiny
4	Coalition	4	Controlling	4	Eye
5	Collective	5	Damned	5	God/One
6	College	6	Dark	6	Hand
7	Commune	7	Demanding	7	Lips/Mouth
8	Confederacy	8	Destructive	8	Medallion
9	Confederation	9	Forceful	9	Monkey/Tiger/Ape
10	Congress	10	Golden	10	Moon
11	Council	11	Holy/Unholy	11	Prophecy
12	Fellowship	12	Murmuring/Whispering	12	Pyramid
13	Fraternity	13	Midnight	13	Rite
14	Guild	14	Mystical	14	Rune/Symbol
15	Institution	15	Night	15	Shadows
16	Kinship	16	Red/Crimson	16	Sign
17	League	17	Sacred	17	Sun
18	Order	18	Silvered	18	Temple
19	Society	19	Unifying	19	Tide
20	Union	20	Unnatural	20	Urn

How to Use the Tables

In this product you will find a collection of four tables. Tables One and Two allow you to generate a secret society or organization. Table Three allows you to create a title the society's members call each other, and Table Four allows you to create a lair or lodge where they are based. To use any of the tables, just roll once on each of the tables' columns. For Tables Two and Three just apply the answer rolled. However, for tables One and Four you will get a type, item and descriptor result. These three results must be strung together, usually by adding "the" to the beginning of the name and, for Table One, "of the" between the type and descriptor. This should result in something like "The Union of the Sacred Urn" as the name of your group. It should be noted that, for both of these tables, the item and descriptor may be placed in any order and in Table Four the building type may be placed in the front of the name or at the end. Finally, for Table Three you can roll multiple times and create a ranked hierarchy of titles for society members or you could roll only once and add the words "Grand" or "Supreme" or something similar to the title to denote rank.

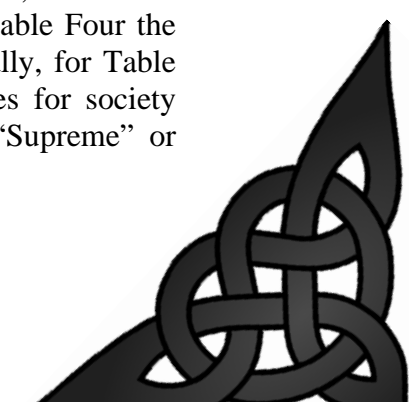
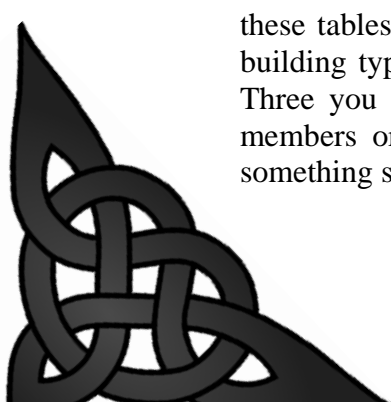


Table 2: Specific Secret Societies

D20	Secret Society
1	Brotherhood of Night Walkers
2	Brotherhood of the Sealed Mouth
3	Brotherhood of the Shadow Coil
4	College of Dark Magic
5	Council of the Purifiers
6	Dawn-Walkers Guild
7	Followers of the Devine Word
8	Keepers of the Sacred Scroll
9	Knights of the Red Haze
10	League of the One Truth
11	Order of the Risen Phoenix
12	Society of the Even Hand
13	Society of the Radiant Heart
14	The Confederation of Darkness
15	The Congress of Magic
16	The Disciples of the Good Death
17	The Knights of Decay
18	The Order-Bringers
19	The Shadow Brotherhood
20	The Way of the Steady Mind

Table 3: Society Ranks or Titles

D20	Members Title
1	# Circle (1 st , 2 nd , etc.)
2	Attendant
3	Blessed/Blessed Ones
4	Brother/Sister
5	Chosen/Chosen Ones
6	Comrade
7	Emissary
8	Enlightened
9	Favored
10	Good Man/Good Woman/Goody
11	Initiate
12	Knight
13	Lord
14	Loyal/Pledged/Pledge
15	Master
16	Saved
17	Scribe
18	Seeker
19	Venerable
20	Worthy

Table 4: Lairs and Lodges

D20	Descriptor	D20	Item	D20	Building Type
1	Ancient	1	Adventurer/Traveler	1	Center
2	Black	2	Anchor/Wave	2	Chapter House
3	Blue/Cobalt	3	Bear	3	Club
4	Crimson/Red	4	Branch/Leaf/Tree	4	Club House
5	Dark	5	Brick/Stone	5	Den
6	Enlightened	6	Brotherhood	6	Estate
7	Exotic	7	Circle/Square/Triangle	7	Hall
8	Falling/Setting	8	Claw/Fang/Paw	8	Haunt
9	Fraternal	9	Coin	9	Hideaway
10	Gentlemen's	10	Craftsman/Tradesman/ (Specific Trade)	10	House
11	Golden	11	Deer/Elk/Stag	11	Lair
12	Green	12	Dog	12	Library
13	Gilded	13	Ear/Eye	13	Lodge
14	Loyal	14	Hammer/Sickle	14	Lounge
15	Mystical	15	Knowledge	15	Manor
16	Rising	16	Learning	16	Meeting House
17	Shadow	17	Pony	17	Salon
18	Silver	18	Reflection	18	Shrine
19	Stalwart	19	Snake	19	Temple
20	Vigilant	20	Wisdom	20	Villa