

Random Secret Society

Use these for inspiration or roll them up randomly. Some tables could be rolled more than once.

d6 The society's main goal is to...

1. Foil the plans of another secret society.
2. Bring about the destruction of the city, region, or world.
3. Foment rebellion against the ruling class.
4. Hunt down and eliminate members of a specific race or class.
5. Protect the common people from tyranny.
6. Protect the city, region, or world from outside malign influences.

d12 The society is led by...

1. A council who gain their seats by virtue of heredity.
2. A council who gain their seats by virtue of experience.
3. A council who gain their seats by elections.
4. A dangerous megalomaniac.
5. A femme fatale.
6. An altruistic knight.
7. A dashing rogue.
8. A religious zealot.
9. A wise old priest or mage.
10. A celebrated war hero.
11. A wealthy merchant or noble.
12. A fugitive from justice.

d8 Members of the society recognize each other by...

1. A secret handshake.
2. A secret gesture.
3. A secret password.
4. A set of coded phrases and responses.
5. A subtle pin or piece of jewelry.
6. A subtle fashion or style of dress.
7. A cue specified by another member of the society.
8. The way society members style their facial hair.

d20 The society's colors are...

1. Black.
2. Red / scarlet.
3. Gold.
4. Forest green.
5. Royal blue.
6. Violet.
7. Silver / light grey.
8. Bronze.
9. Tan / khaki.
10. Brown / beaver.
11. Dark grey / gunmetal.
12. White.
13. Maroon.
14. Sky blue.
15. Navy blue.
16. Dark brown / chocolate.
17. Teal / turquoise.
18. Yellow.
19. Orange.
20. Olive green.

d10 The society's symbol is...

1. A weapon (d8): 1. arrow; 2. axe; 3. dagger; 4. hammer; 5. mace; 6. spear; 7. staff; 8. sword.
2. A piece of armor (d4): 1. breastplate; 2. gauntlet; 3. helm; 4. shield.
3. A celestial body (d4): 1. sun; 2. moon; 3. star; 4. comet.
4. A plant or part of a plant (d12): 1. apple; 2. barley; 3. briar; 4. fig; 5. grapes; 6. lily; 7. maple; 8. oak; 9. olive; 10. pine; 11. rose; 12. wheat.
5. An aquatic beast (d6): 1. crab; 2. crocodile; 3. frog; 4. fish; 5. octopus; 6. whale.
6. A small beast (d12): 1. badger; 2. bat; 3. beaver; 4. dog; 5. ferret; 6. fox; 7. hedgehog; 8. lizard; 9. rat; 10. scorpion; 11. snake; 12. spider.
7. A great beast (d8): 1. bear; 2. boar; 3. bull; 4. dragon; 5. lion; 6. ox; 7. stag; 8. wolf.
8. A bird (d12): 1. cardinal; 2. dove; 3. eagle; 4. hawk; 5. mockingbird; 6. owl; 7. pelican; 8. raven; 9. rooster; 10. sparrow; 11. swan; 12. vulture.
9. An elemental rune or image (d8): 1. cloud; 2. flame; 3. ice; 4. lightning bolt; 5. snow; 6. stone; 7. wave of water; 8. whirlwind.
10. An icon of death (d4): 1. a pair of crossed bones; 2. a ghost; 3. a skull; 4. a spectral hand.

d20 The society's motto champions the ideals of...

1. Compassion.
2. Courage.
3. Discipline.
4. Domination.
5. Duty.
6. Excellence.
7. Faith.
8. Honor.
9. Hope.
10. Integrity.
11. Knowledge.
12. Justice.
13. Loyalty.
14. Mercy.

15. Patience.
16. Power.
17. Righteousness.
18. Strength.
19. Victory.
20. Wisdom.

d6 Members of the society typically operate...

1. Alone and in secret.
2. In pairs, working in secret.
3. In small groups, working in secret.
4. Alone, but openly.
5. In pairs, but openly.
6. In small groups, but openly.

d6 Members of the society typically know...

1. Very few other members of the society.
2. Several other members of the society.
3. The details of the society's organization.
4. Nothing about the society's leadership.
5. The names of the society's leaders, though they've never any of them.
6. One of the society's leading members and no other members.

d12 Members of the society occasionally gather to meet in...

1. A secret chamber in a well-known temple.
2. The cellar of a popular tavern.
3. A secret chamber in a well-known guild-hall.
4. The cellar of a wealthy merchant's house.
5. The city sewers.
6. The ancient catacombs beneath the city.
7. The residence of the leader or a senior member.
8. A wealthy merchant's office.
9. A private dining room in a dingy tavern.
10. A brothel.
11. A warehouse or shipyard.
12. The city's sewers.

d8 The society's membership is primarily made up of...

1. The poor and downtrodden (slaves, beggars, urchins, laborers, servants, etc.).
2. The wealthy elite (merchants, nobles, etc.).
3. Members of a particular religion (a temple, a cult, a sect, etc.).
4. Members of a particular trade (blacksmiths, carpenters, fishermen, weavers, etc.).
5. Members of a particular class (bards, fighters, mages, priests, rangers, thieves, etc.).
6. Members of a particular race (dwarves, elves, gnomes, halflings, etc.).
7. Members of specific ancient lineages (noble houses, descendants of heroes, etc.).
8. An eclectic mix of society.