



1948



ORGANIZATIONS, AGENCIES, AND SECRET SOCIETIES

Requires the use of the d20 Modern Roleplaying Game,
published by Wizards of the Coast, Inc.



ORGANIZATIONS, AGENCIES, AND SECRET SOCIETIES



ORGANIZATIONS, AGENCIES, AND SECRET SOCIETIES

A FREE PREVIEW

CREDITS

Design and Development: Lojag Hern

Editing: Chris Cant

Art: -Mongoose Publishing, Tony Perna,
Jason Walton, Lojag Hern

Special Thanks: Thomas Hardin, Brian
Davisson, and Andrew Burton.

The "d20 System" and the "d20 System" logo are Trademarks owned by Wizards of the Coast and are used according to the terms of the d20 System License version 1.0. A copy of the License can be found at www.wizards.com/d20. Dungeons & Dragons®, Dungeon Master®, and Wizards of the Coast® are Registered Trademarks of Wizards of the Coast, and are used with permission. "Bloodstone Press," and the Bloodstone Press logo are trademarks owned by Bloodstone Press. Some portions of this book which are Open Game Content originate from the System Reference Document and are ©1999–2003 Wizards of the Coast, Inc. The remainder of this material is protected under the copyright laws of the United States of America (copyright 2003). Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Bloodstone Press.

This product is a work of fiction. Any similarity to actual people, places, organizations or events is purely coincidental.

ORGANIZATIONS, AGENCIES, AND SECRET SOCIETIES

CONTENTS

INTRODUCTION.....4

GOVERNMENT AGENCIES.....5

DPR.....5

ECO Force.....5

Gestapo5

GRU5

ISP.....5

KGB5

MI5.....5

MI66

MI6 Occult Bureau.....6

Nazi Occult Bureau6

OSS6

SS6

SECRET SOCIETIES6

Assassins.....7

Black Dragon Society7

Freemason Society.....7

Genovese Crime Family.....8

Golden Dawn.....8

Green Dragon Society.....8

Green Men Society.....8

The Illuminati.....9

IBM.....9

Knights of Malta.....9

League of Blood.....9

Muslim Brotherhood.....10

New Forest Witches.....10

The Octopus.....10

Opus Dei.....10

Priory of Sion.....11

Rosicrucian Society.....11

Skull and Bones11

Templar Knights.....11

Teutonic Knights.....12

Thule Society.....12

Vril Society13

White Brotherhood.....13

POLITICAL ORGANIZATIONS.....13

Allies.....13

Axis.....13

Capitalism.....14

Communism.....14

Evil.....14

Fascism.....14

Good.....14

Nazism.....14

Resistance Organizations.....14

Socialism.....14

White Russian.....15

OTHER SUPPLEMENTS**16**

OPEN GAME LICENSE Version

1.0a.....20

Organizations, Agencies and Secret Societies features nearly 50 descriptions of allegiances for characters in the 1948 Campaign Setting to select. The PDF also features a completely hyper-linked table of contents (seen here) and a similar list of bookmarks.



ORGANIZATIONS, AGENCIES, AND SECRET SOCIETIES

INTRODUCTION

Welcome to the free preview of [Organizations, Agencies and Secret Societies](#), a supplement for the [1948 Campaign setting](#). This free preview features four of the Allegiances that can be found in the [Organizations, Agencies and Secret Societies](#) supplement. The Department of Psychotronic Research, the Knights of Malta, the Muslim Brotherhood, and the Nazis, along with the three section headings, are presented here as a free peek at the content of [Organizations, Agencies and Secret Societies](#).

[Organizations, Agencies and Secret Societies](#) contains nearly 50 unique organizations, government agencies and political ideologies that are prevalent in most early 20th century RPGs. If you are not planning to use this supplement with the [1948 Campaign Setting](#), feel free to modify or adjust these groups to fit your particular style of game. If you plan to use this supplement with the 1948 Setting, understand that these are merely descriptions of allegiances that the players and NPCs can select for their characters. More campaign-oriented information regarding some of these groups will be included in the [1948 Campaign Primer](#), which is forthcoming.

There are three types of allegiance detailed in this supplement. The first group discussed is **government agencies** such as the various occult bureaus or the Department of Psychotronic Research. The second group is secret organizations that are usually centered on some other idea such as religious beliefs, organized crime, nationalism, or vigilantism. The Thule Society, the Knights of Malta and the Black Dragons all fall into this second category. The last group of allegiances described here is composed of those that are national, political or **ideological** in nature, including such concepts as capitalism, fascism, and communism.

All characters in the **1948** setting must select one or more allegiances. For most, this means selecting one political/philosophical allegiance such as the Allies, the Nazis or fascism. However, many elite characters also have allegiances to one or more secret societies or government agencies such as the Illuminati, the Golden Dawn, the OSS, Skull and Bones, or the Black Dragons.

OGC

Only the description of Department-7, which is derived from the SRD, is considered Open Game Content. The cover, title, logo, and all other descriptions of Organizations, Agencies, and Secret Societies are Product Identity. This material is unique to the 1948 Campaign Setting and may not be reproduced without written permission from Bloodstone Press.

All historical photographs herein are in the public domain and were found in the US National Archive or other sources of public domain images.

RELATED MATERIAL

Over the next few months and years there will be a continuing stream of books for the [1948 Campaign Setting](#) published through Bloodstone Press. Some will be short like this one; others will be quite long. Some will be adventures or short stories while others will be complete campaign guides.

Although the groups presented in this supplement are intended to function as allegiances in the d20 rules system, this material does not actually use d20 mechanics and therefore could be easily adapted to any early 20th century RPG. However, if you do plan to use these rules as intended, you will need a copy of the d20 Modern Core Rule Book, published by Wizards of the Coast.

CLARIFICATIONS

Despite the long hours spent developing and honing this material, clarifications may still be in order. If you have any questions or need clarification concerning these rules do not hesitate to contact us at questions@bloodstonepress.com. We will do our best to get you an answer and we will try to make suitable adjustments to future releases of this material.

ORGANIZATIONS, AGENCIES, AND SECRET SOCIETIES

GOVERNMENT AGENCIES

Bureaucratic governments have a penchant for creating agencies, offices, and departments of experts with highly specialized tasks. A commission for transportation and safety, a board for education, a council on wetlands, these and dozens of others are spawned by governments across the globe. Some agencies are especially related to the war effort; a few of those are also top secret. Some of the more significant agencies are discussed below.

DPR

In the wilderness Northeast of Moscow there is a heavily-guarded, top-secret paranormal research center known as B-12. Although the Soviets have several psychic research facilities set up around Leningrad, Irkutsk, Vladivostock, and other cities, the facility at B-12 is the most preeminent. It is also the headquarters for the Department of Psychotronic Research (DPR), which oversees all paranormal research conducted in the U.S.S.R. An elite team of psychics, government agents and researchers operate from B-12, dedicating their efforts to developing methods of mind control, astral projection, and clairvoyance for purposes of espionage and counter intelligence.



SECRET SOCIETIES

In 1948, there are hundreds of secret societies operating all over the globe. Secret societies are known to exist, but have members, meetings, rituals and goals that are kept secret. They often have “public” facades and pass themselves off as innocuous social clubs. In reality, the leaders of these societies consist of an inner circle of powerful individuals who often engage in rituals and secret pacts. Most of these societies operate above the law and behind the scenes. Some of them control large corporations, crime syndicates or national governments. Becoming a member of one of these societies usually

involves the society contacting the prospective member, the initiate being sponsored by a current member, or the initiate being born into a family that is already involved with the society.

Junior members of secret societies often know very few of the organization’s secrets or goals. Only after proving their mettle and loyalty are they allowed to rise through the ranks. With each new rank they attain, they swear greater oaths and become more deeply involved with the society’s functions. Some secret societies, like the freemasons, have more than 30 levels of membership.

Note that many of these secret societies have had varying degrees of confrontational or cooperative relationships over the years. The Masons, the Templars, the Illuminati, the Golden Dawn and others have influenced one another for centuries.

Information on secret societies is presented in the following manner.

Formed: Indicates the year the society was officially formed

HQ: The place where the society is headquartered.

Locale: Indicates where the society operates and where it has active cells or agents.

Objective: The basic goal and purpose of the society.

Symbol: The images that most readily identify the society, its members or property.

KNIGHTS OF MALTA

Formed: 1020

HQ: Rome

Locale: Europe, Americas

Objective: Protect Christians, defend Christendom, serve the Pope.

Symbol: Maltese cross

Originally known as the Hospitallers, these knights served as guides and protectors of the pilgrims during the crusades. Unlike the Templars, the Hospitallers were not strictly militaristic. They sought to provide comfort, assistance, healing, and guidance to the pilgrims, rather than just protection. In later years, they were pushed out of the Holy Land by the Islamic armies and eventually set up their headquarters on the island of Malta in 1530. They remained there for nearly 300 years until Napoleon arrived in 1790. On May 16th of that year, the knights were betrayed by their commander,



ORGANIZATIONS, AGENCIES, AND SECRET SOCIETIES

who surrendered to Napoleon without a fight. They fled Malta and were scattered across Europe. During the 1800s, many of the orders were suppressed by national governments, which seized their property and limited their political power. The Maltese Knights went underground and became a truly "secret" society - holy warriors in an increasingly secular world. Today, there are four cells of Maltese Knights operating in Europe and the Americas. Many of the knights are elite soldiers or intelligence operatives working for Allied countries. The Pope appoints the Grand Master and the order serves him as special agents and soldiers. Their headquarters are in an ancient convent in Rome, which also houses their tombs, libraries, and riches.

Traditionally, Maltese Knights hold the following eight vows: live in truth; have faith; repent of sins; give proof of humility; love justice; be merciful; be sincere and whole-hearted; and endure persecution

MUSLIM BROTHERHOOD

Formed: 1928

HQ: Unknown

Locale: Middle East, Europe, Africa, Asia

Objective: Social and moral reform based on Islamic beliefs

Symbol: Crossed swords and the Koran

This society originally started as a religious movement aimed at social and moral reforms. However, the Brotherhood quickly became politicized. In 1939, the Muslim Brotherhood officially became a political force and its members became active in several plots to assassinate, overthrow or control political leaders in Egypt and other Middle Eastern

countries. During the 1940s, the Brotherhood has seen a huge increase in its membership and by 1948 boasts more than 5,000 chapters throughout North Africa, Asia, and the Middle East.



POLITICAL/IDEOLOGICAL ORGANIZATIONS

There are many different political and ideological allegiances available in the 1948 setting. Most of these are simply a value system or set of opinions that are collected into a sociopolitical agenda. Some involve economic concepts, such as capitalism or communism, while others are more philosophical in nature, such as good and evil.

Regardless of the nature, all of these allegiances are easy to join - one need only decide which concept fits with his opinion and behave in a way that supports and promotes that allegiance. In some areas, however, people are advised to take certain specific political/ideological allegiances, such as in Germany, where Nazism is *strongly* encouraged.

NAZISM

Nazism is a form of fascism, characterized by opportunism and violence. Nazism rules Germany and many of the party leaders are members of the secret Thule Society. The followers of Nazism embraced the communists and socialists early in its day, but later attacked them when they were no longer useful. Nazism as a political philosophy plays to the disaffected in the populace. It

promises an expulsion of foreigners from Germany, a reinstatement of the German Army, mandatory work, nationalization of industries, a return of German territory, hatred of Jews and several other points. The Nazis also believe in strict police forces and harsh punishments for criminals.



Other Supplements

The Book of Broken Dreams

The **Book of Broken Dreams** features 50+ pages of optional rules for adding realistic effects of trauma, psychosis and personality disorders to **your d20 game**.

Chapter 1 outlines the crippling psychological effects of traumatic stress and details the most common disorders that afflict trauma survivors: **post traumatic stress disorder** and dissociation.

Chapter 2 introduces a system of personality development that produces **thousands** of realistic, believable and diverse personalities which span the spectrum of sanity. From the mildly avoidant to the **severely anti-social**,

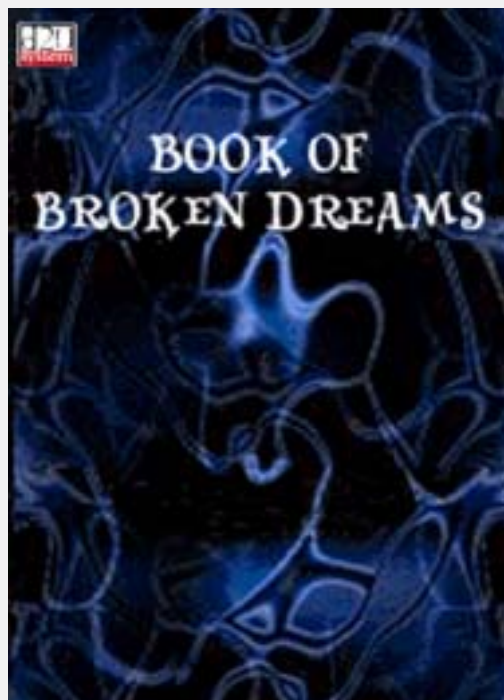
these personalities will bring a vivid new dimension to your role-playing games.

Chapter 3 discusses what *really* happens when characters become insane. **Schizophrenia**, dementia, manic-depression and more are all discussed in clear, game-mechanic terms. Add these options to your game for a dose of **harsh reality** and an accurate depiction of madness.

Chapter 4 includes dozens of **new spells** like *burden of proof*, *elude*, *labyrinthine conundrum*, *normalcy*, and many, many more.

Chapter 5 of the *Book of Broken Dreams* covers three new prestige classes, the mentalist, the **lunatic**, and the dream weaver. It also presents several new feats including Lucid Dreaming.

Add these options to your game today and watch your characters writhe in the grip of disorder, **trauma** and madness!



[CLICK HERE TO GET YOUR COPY](#)
NOW!



ORGANIZATIONS, AGENCIES, AND SECRET SOCIETIES

22 Talent Trees

Are you bored by the dearth of **talent trees** presented in the Modern core rules? Do you wish your heroes had more options? Do you pine for **Offensive Driving** and a little **Domination**?

22 Talent Trees presents **86** new talents (grouped into **22** trees) for the core classes. With this supplement you can play Strong heroes who use their **Mighty Hurling** talents to throw objects extreme distances. Or perhaps you prefer a **Fast** hero who can use the **Quicker** than the **Eye** talents to gain a *blur* or *displacement* effect! Or would you rather play the Tough hero with **FX Resistance** and withstand the power of magic? What about the **Quick Thinking** Smart heroes who can use their talents to take action before other characters even figure out what is going on? Maybe you would prefer a Dedicated

hero, devoted to the service others and able to donate their will power, their financial resources, and even their very **life** to another person in **need**. And finally, who could resist the pulchritudinous Charismatic hero with her **Stunning Beauty**?

These and **dozens** of other innovative ideas fill the pages of this supplement!

**BUT WAIT!
THERE'S MORE!**

22 Talent Trees also features a new feat and a new use for the Treat Injury skill, **Transplant Surgery**.

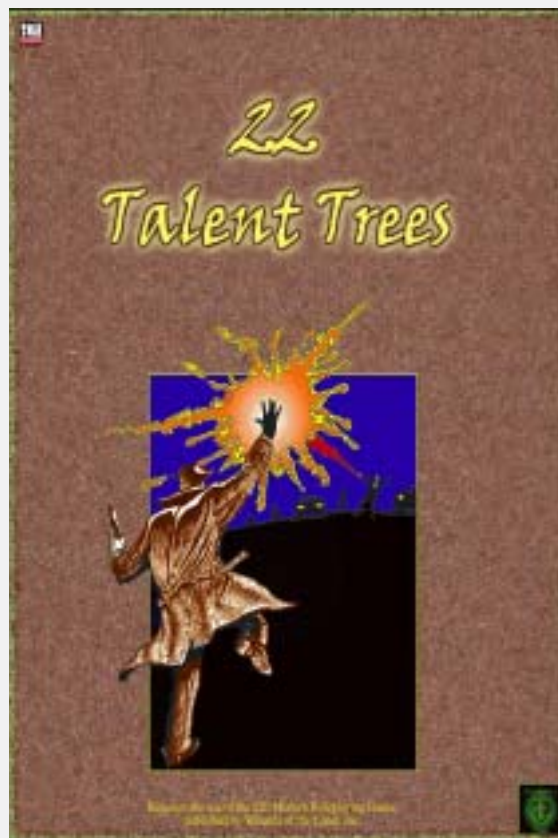
You get all this:

- 86** talents grouped into **22 Talent Trees**
 - A new **feat** to perform lifesaving transplants
 - 6** stunning images depicting the talents in action
- A **\$5.00** value for not **\$4**, not **\$3**, but only

\$2.88!

[CLICK HERE TO GET YOUR COPY](#)

[NOW!](#)



ORGANIZATIONS, AGENCIES, AND SECRET SOCIETIES

Another 22 Talent Trees

So you have the original [22 Talent Trees](#), but still you need more options for your d20 Modern heroes? Do you wish your Fast heroes could strike with **Critical Precision**? Does your Tough hero need **thicker skin**? What if your Dedicated hero was **devoted** to mastering a weapon?

[Another 22 Talent Trees](#) presents dozens of new talents (grouped into **22** trees) for the core classes. With this supplement you can play a Strong hero and use the **Tackle** and **Grip of Iron** talents to break your puny opponents in half! You can also enjoy the speed of the Fast hero with the **Lightning Fists** talent tree. Or perhaps you would prefer the Tough hero, with hardened flesh and a punishing **Battle Endurance**. If you prefer a little **magic** in your modern games, you might enjoy the **Arcane Secrets** talent tree, designed for the Smart hero. With these mystical talents,

the Smart hero can gain all sorts of special abilities including **bonus spells**. The Dedicated hero, devoted to the **mastery** of a single weapon, is also a formidable character. Just imagine your hero brandishing his beloved **Weapon of Choice** and blasting his enemies! Dedicated heroes can also choose talents from the **Zen** Talent Tree and become **One with the Universe**. Of course we can't forget about the Charismatic hero and his terrifying showmanship when he uses the **Grand Weapon Display** talent!

These and **dozens** of other innovative ideas fill the pages of this supplement!

**BUT WAIT!
THERE'S MORE!**

[Another 22 Talent Trees](#) also features four new martial arts feats including the devastating **One Ton Kick** and the fiendish **Devil's Finger**.

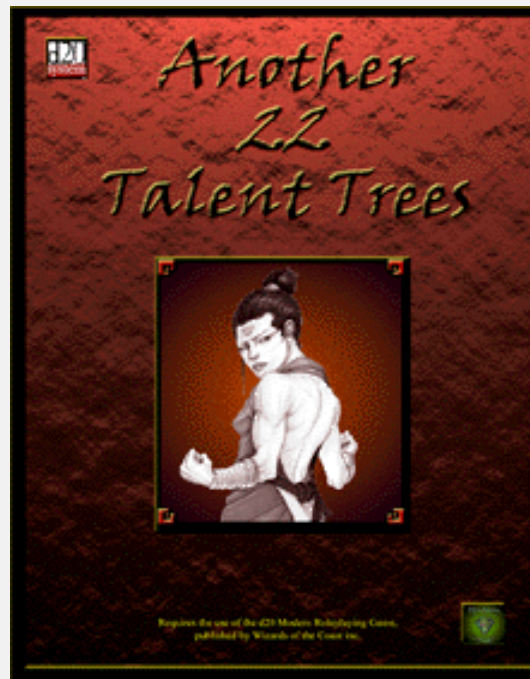
You get all this:

- **Dozens** talents grouped into **22 Talent Trees**
 - Four new martial arts **feats**
 - **7** stunning images depicting the talents and feats in action
- A **\$5.00** value for not **\$4**, not **\$3**, but only

\$2.88!

[CLICK HERE TO GET YOUR COPY](#)

NOW!



ORGANIZATIONS, AGENCIES, AND SECRET SOCIETIES

Modern Eras

Modern Eras (1939-1945) contains all the information you need to take your **d20** game to the beaches of Normandy, the streets of **Krakow**, or the jungles of Burma. Whether you prefer cloak and dagger **spy missions**, commando raids behind enemy lines, daring **dogfights**, or enduring the horrors of German and Japanese camps, this supplement can bring epic history to your game table!

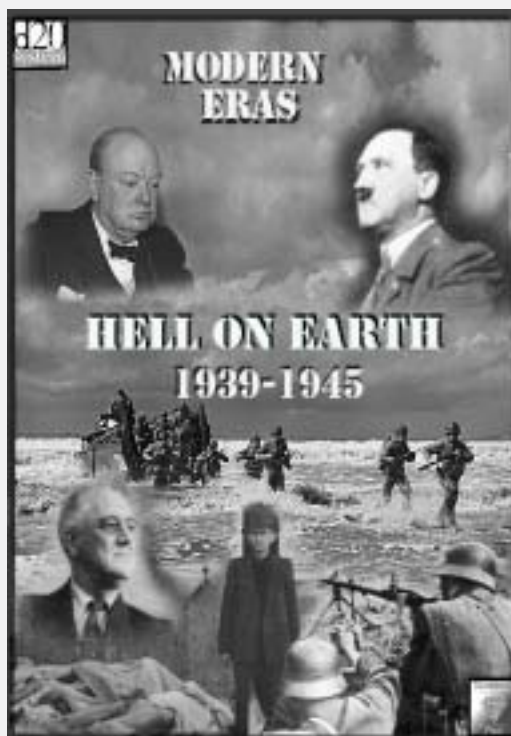
Chapter 1 of **Modern Eras (1939-1945)** introduces the **WWII** campaign setting and includes a timeline and a discussion of dozens of adventure **possibilities**. It also discusses a list of Alliances, including sinister groups like the **Thule Society**. Chapter 2 presents **nine** advanced classes that are related to the setting. Commandos, Demolitions Experts, **Nazi Occultists**, and Spies, among others, are covered in detail.

Chapter 3 discusses dozens of new feats necessary for waging war in the early 20th century including Combat Flight, **Nighttime Operations**, Crash Endurance, Advanced Calculations, Concentrated Fire, and Hopeful Vigor.

Chapter 4 covers much of the equipment available during **WWII**. Tanks, 16-inch guns, battleships, aircraft carriers, fighter planes, submarines, gliders, half-track motorcycles, torpedoes, **V-2 rockets**, and “J-guns” are only a few of the vehicles, weapons, and equipment covered in this chapter.

Chapter 5 discusses the possibilities of **FX** in the **WWII** setting. It describes new **magic items** such as the **Spear of Destiny**, and other items sought by the Nazis. This chapter also includes several **new spells** designed for **evil** spell casters. A handful of fiendish monsters round out this chapter, including foo fighters and **gremlins**.

Whether you want to relive history’s most **crucial** turning points or rewrite the history books entirely, if you’re ready to fight for your homeland, struggle to survive, and die for ideals, **Modern Eras (1939-1945)** can provide the battles, the horrors, and the glory you **crave!**



[CLICK HERE TO GET YOUR COPY](#)
NOW!

ORGANIZATIONS, AGENCIES, AND SECRET SOCIETIES

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc. System Rules Document Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson.

Content of this document that is wholly derived from the System Reference Document is hereby declared open game content, as defined in the d20 System License version 1.0. The introductions, book title and concept, publisher's name (Bloodstone Press), and the Bloodstone Press logo are Product Identity. Any reproduction or unauthorized use of this material is prohibited without the express written permission of Bloodstone Press.

Organizations, Agencies and Secret Societies copyright 2004, Bloodstone Press.

