

View from Without (July 2005)

If your PC is actively aware of the major occult organizations operating in the World of Darkness, you can safely assume this as a minimum amount of knowledge, even if you do not play a member of any of these societies.

This list will be updated and expanded with player organizations as appropriate.

Circle of Hermes

The Circle of Hermes is a scholastic organization dedicated to research and knowledge. They are the know-it-alls of the occult world. It is the founder of the Round Table. Its members are often found in positions of leadership. It's members sometimes refer to 'colleges,' but the details are elusive, though you know its members tend to specialize in a particular subject or field. The leader of the Circle of Hermes are called Lord Rector.

Scarecrow

The Scarecrow do not appear to discriminate; it seems they accept anyone as a member. They are the neighborhood vigilantes, and they are often prone to violence. No one is sure how the Scarecrow are organized, and you never know what sort of welcome you will receive from the group or its individual members. Local units are called Posts, but you're not quite sure exactly what that means, if indeed it means anything at all.

Priory of Scions

You know the members of the Priory of Scions that you have met are not, in fact, members of the Prieuré de Sion, but it's unclear what relationship there is (if any) between the two organizations. The members you've met are friendly and knowledgeable about a wide range of subjects. You know the Priory of Scions is a Judeo-Christian religious organization. You've been politely informed that the name of the organization is Priory, with a 'Y', of Scions, S-C-I-O-N-S.

Project Garnet

You know that Project Garnet isn't a government agency, but sometimes likes to act like it is. You know its members are firmly and deeply committed to their belief that aliens are real, that aliens are hostile, and that there is evidence to prove this. Whats more, one day, the alien invasion will come, and Project Garnet will be there to save your ass when it does. Project Garnet is divided into some system of ranks and specialized labor, though you're fuzzy on the details, and when dealing with more than one member, Project Garnet will usually point out their leader for you. You're dealings with the organization have likely ranged from professional and efficient to utterly bizarre and inept.

Division 10 (United States only)

A recent addition to the occult scene, this is a branch of the United States Department of Homeland Security, and they always show up uninvited, especially when they're not wanted.

Federated Societies (United States only)

A loose conglomerate of societies active with the USA, but lacking any real organization.

They do, however, have a seat at the US Round Table. Started started by the altruistic Crystal Hearth Society, though nobody's heard from its members in a while.