

ASSASSINNPC

# ROLL ME A CRIME SYNDICATE

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5TH EDITION COMPENDIUM

CONNIVING CRIME SYNDICATES FOR YOUR RPG WORLDS

**ASSASSINNPC**

# **ROLL ME A CRIME SYNDICATE**

**“ROLL ME A CRIME SYNDICATE” IS A 5E COMPENDIUM  
DESIGNED TO HELP GAME MASTERS CREATE  
CONVINCING CRIME SYNDICATES FOR  
THEIR PLAYERS TO EXPERIENCE.**



All visuals and literature are created by Assassin NPC unless otherwise stated. Legal stuff legal stuff legal stuff. More legal stuff. Pretend there's ultra secret and important legal stuff here.

Honestly I just want you to have fun with your friends :) go nuts, you legend!

## Table of Contents

<b>Introduction</b>	<b>1</b>
<b>Chapter 1: Identity</b>	<b>2</b>
Name	2
Distinguishing Feature	3
<b>Chapter 2: Method</b>	<b>4</b>
Goal	4
Funding	4
Focus	5
<b>Chapter 3: Culture</b>	<b>6</b>
Initiation	6
Code of Conduct	6
Punishment	7
<b>Chapter 4: Public Perception</b>	<b>8</b>
Renown	8
Likeability	8
Power	8
<b>Chapter 5: Crime Boss</b>	<b>9</b>
Rise to Power	9
Pet Peeve	9
Vice	9
Unique Accessory	9
<b>Acknowledgements</b>	<b>10</b>
<b>Template</b>	<b>11</b>
<b>Legal</b>	<b>12</b>

# Introduction

## A Note From The Author

### Greetings Legend!

Every person wants to belong. Some people get real meta and say they "**don't want to belong**," but in doing so, they feel a sense of belonging to the other non-belongers. That's belonging inception.

But one of the places designed to instill belonging in the heart of every person was the **family unit**. Sadly, due to ignorance, selfish desires, and bad decisions, the family unit has been twisted throughout the millennia.

The **crime syndicate** attracts people looking to find true family, but the goal of every syndicate is not family, but **control** over life's circumstances.

I believe the perfect family **builds** an environment that **empowers** its members to do what's right, and **cares** more about the success of their members than themselves.

I don't have kids, but when I do, I want to see them run further, fly higher, and swim deeper than I ever could.

If you have a family that makes **sacrifices** for you so that you can go **further**, stick with them, and **don't let go!**

And if you have yet to find a family such as this, then perhaps you now have the opportunity to **create this family** that the world around you so desperately needs.

A handwritten signature in red ink that reads "Assassin". The signature is stylized, with a large, looped initial 'A' that extends upwards and then loops back down to cross the start of the word. The rest of the word "ssassin" is written in a cursive, flowing script.

## Chapter 1: Identity

In this chapter, we'll give your crime syndicate an image to uphold!

### A) Name

Let's give your crime syndicate a name! Combine two words from each of the tables below, and add "the" in the front!

#### 1d20 First Word...

- |    |           |
|----|-----------|
| 1  | Arrant    |
| 2  | Avian     |
| 3  | Bankers'  |
| 4  | Certified |
| 5  | Chemical  |
| 6  | Crafty    |
| 7  | Dire      |
| 8  | Elegant   |
| 9  | Frozen    |
| 10 | Gaudy     |
| 11 | Laughing  |
| 12 | Lucid     |
| 13 | Mondaine  |
| 14 | Peaky     |
| 15 | Phantom   |
| 16 | Quizzical |
| 17 | Refined   |
| 18 | Silent    |
| 19 | Urban     |
| 20 | Voracious |

#### 1d20 Second Word...

- |   |             |
|---|-------------|
| 1 | Association |
| 2 | Band        |
| 3 | Blinders    |
| 4 | Cartel      |
| 5 | Clan        |

- |    |              |
|----|--------------|
| 6  | Club         |
| 7  | Gang         |
| 8  | Hunters      |
| 9  | Institution  |
| 10 | Mob          |
| 11 | Organization |
| 12 | Posse        |
| 13 | Ring         |
| 14 | Society      |
| 15 | Soldiers     |
| 16 | Squad        |
| 17 | Syndicate    |
| 18 | Tribe        |
| 19 | Troupe       |
| 20 | Union        |

*Your crime syndicate name should read as follows:*

**The [first word] [second word].**

For example, I rolled a **16** for the first word (Quizzical) and a **15** for the second word (Soldiers), which makes my syndicate **"The Quizzical Soldiers."**

**Pro Tip:** You can imagine the personality for your gang based on the name you rolled. For the "Quizzical Soldiers," I picture a bunch of wannabe soldiers managed by war veterans who are constantly getting into people's business, and asking intrusive questions with beady eyes! (Feel free to use this crime syndicate in your games!)



## B) Distinguishing Feature

Let's give your syndicate a distinguishing feature, something that lets people know **who** you are!

Roll from the table below, or choose a feature that goes along with the name you rolled!

### **For example...**

"The Quizzical Soldiers" I rolled up in the previous segment might wear a military beret, or have a pencil in their ears at all times.

*You may opt to skip this step if your syndicate is working under cover.*

### **1d10 Distinguishing Feature...**

- 1 Uses a unique weapon
- 2 Wears a predominant color
- 3 Is exceptionally chivalrous
- 4 Has tribal scar markings
- 5 Is always smoking a pipe
- 6 Gives a guard dog to all its members
- 7 Dresses super fancy
- 8 Always goes shirtless
- 9 Obsesses over poetry and rhyme
- 10 Wears curtain drapes

For **added immersion** in your fantasy world, imagine ways your syndicate uses the feature you just rolled in their day-to-day activities!

### **Example...**

I knew a man who was the crime boss for the "umbrella gang" in his territory. The gang used umbrellas as walking sticks everywhere they went, and would beat people to a pulp with their umbrellas when they didn't get their way.



## Chapter 2: Method

What does your crime syndicate want, and how do they get it? We'll be answering the important questions in this chapter.

### A) Goal

What is the purpose of your crime syndicate?

Crime syndicates do illegal things to make more money (thus the word "crime"). But **WHY?** Because crime syndicates ultimately want **CONTROL**. But **WHY?** Because deep down inside, we all fear the things we can't control.

Criminals within your crime syndicate will likely have an "ends justify the means" mentality. "It's okay to extort a thousand grannies if it means paying off **my** granny's medical bills so **my** granny lives to see another day."

It's selfishness founded in fear. But enough psychology, **let's talk money.**



### B) Funding

Your crime syndicate's goal is **control**, and in order to control everything in their spheres, crime syndicates need funding! An effective way to fund your syndicate is to slowly infect an industry until it eventually becomes yours!

So let's give your crime syndicate an industry to conquer!

Roll 1d20 for a random industry, or choose one that best fits your fantasy setting.

1d20	Industry
1	The cattle market
2	The citrus market
3	The cocoa market
4	The coffee market
5	The diamond market
6	The fishing market
7	The fur market
8	The horse market
9	The iron market
10	The ivory market
11	The jade market
12	The pearl market
13	The perfume market
14	The spice market
15	The sugar market
16	The tobacco market
17	The turtle market
18	The whale market
19	The wheat market
20	The wine market

You could also choose an industry that is not on this list! (for example, the mushroom market)

## C) Focus

---

Now that you've got the money to control your life and the lives of those around you, it's time to put your profits to good use!

Crime syndicates use the profits from their illegal dealings to fund their **weapons, bribes, pleasures, and infrastructure.**

Each crime syndicate looks different depending on **WHERE** they focus their spending. A delicate balance is required to keep a syndicate functional, but let's pretend your crime syndicate **overspends** in a certain area to make things more interesting!

What happens if your crime syndicate spends too much on...

### Weapons...

Giving powerful weapons to criminal underlings increases the chances of your crime boss being backstabbed and eliminated. A weapon-heavy gang might have a high crime-boss turnover.

### Bribes...

Investing heavily in bribing political officials will result in your crime syndicate going broke. Once broke, you're a joke. Consider your syndicate history.

### Pleasures...

Overspending on pleasures leads to addictions which give outside forces leverage over your crime syndicate members. "We'll give you some Tokyo if you satisfy our demands..." Expect your syndicate to grow soft and become everyone's slave.

### Infrastructure...

If your syndicate invests largely in infrastructure, they've made the right choice. Expect your syndicate to last for generations to come (so long as future generations don't go spending all of your money on something stupid).

*Roll 1d4 to determine where your crime syndicate focuses their profits...*

### 1d4 Financial Focus...

1 Weapons

2 Bribes

3 Pleasures

4 Infrastructure





## Chapter 3: Culture

Culture creates the infamous “us and them” mentality that crime syndicates and highschool cliques are so well known for. In this chapter we’ll uncover initiation, code of conduct, and crime syndicate punishments. *(Be wary of what your players can handle, and DM accordingly!)*

### A) Initiation

---

How does one join your crime syndicate?

Recruits often go through a rite of passage before being granted membership into a crime syndicate. It often involves a test of some sort followed by a ritual (this is sounding more like a cult every second).

Below is a table of tests your crime syndicate might force new recruits to undergo before joining the ranks, varying by degree of intensity from chill at the top, down to insane.

*Roll 1d6 for your initiation test, or choose one from the table below.*

#### 1d6 Initiation Test

- |   |  |
|---|--|
| 1 | Deliver a valuable item on behalf of the syndicate |
| 2 | Steal a valuable item on behalf of the syndicate   |
| 3 | Get beaten to a pulp by your crime syndicate       |
| 4 | Be imprisoned unjustly by your crime syndicate     |
| 5 | Draw blood from a guard or high-ranking official   |
| 6 | Kill a rival gang member or target                 |

Once the test is complete, a welcome ceremony (or ritual) might be performed to welcome the newest member of the syndicate! Here are some ideas for welcome ceremonies you can use in your worlds...

*Roll 1d8 for your syndicate’s ritual.*

#### 1d8 Welcome Ritual

- |   |                                 |
|---|---------------------------------|
| 1 | Chug a bottle of hard liquor    |
| 2 | Branding mark under ear         |
| 3 | Shaving all the hair off head   |
| 4 | Signing their name with blood   |
| 5 | Take a puff from a smoke circle |
| 6 | Get baptized in ice cold water  |
| 7 | Eat the heart of a living snake |
| 8 | Get blasted by fireworks        |

### B) Code of Conduct

---

What are the rules by which your crime syndicate governs its members? Roll below to create your own code of conduct!

*All members of the crime syndicate must...*

#### 2d8 Social Rule

- |   |   |
|---|---|
| 1 | Help members in need                      |
| 2 | Never question orders                     |
| 3 | Be ready for missions 24 hours a day      |
| 4 | Make their house a safe house             |
| 5 | Show up to all the parties                |
| 6 | Recruit one new member each week          |
| 7 | Have a false identity                     |
| 8 | Be able to pick up a date with a stranger |

*Now let’s add two tactical rules to the mix!*

#### 2d8 Tactical Rule

- |   |                              |
|---|------------------------------|
| 1 | Carry an ankle shiv          |
| 2 | Wear a pocket watch          |
| 3 | Travel with a quill pen      |
| 4 | Pocket a vial of poison      |
| 5 | Get a cyanide tooth          |
| 6 | Learn hand-to-hand combat    |
| 7 | Carry a collapsible spyglass |
| 8 | Memorize the sewage tunnels  |



*And finally, let's add some personality with a weird rule of conduct that makes no sense!*

**1d8 Weird Rule**

- 1 Wear their pants backwards
- 2 Speak in a posh accent
- 3 Greet every pigeon with respect
- 4 Carry a lit candle during the day
- 5 Abstain from racetrack gambling
- 6 Rob people wearing purple
- 7 Drink a glass of water before booze
- 8 Knock before leaving a home

Feel free to give a weird rule of your own that will leave your players scratching their heads!

**C) Punishment**

---

How does your crime syndicate treat rulebreakers? Let's roll to find out! *(You can also come up with your own punishments if you like.)*

For this section, we'll roll two punishments so your crime syndicate has options to choose from when disciplining or torturing a poor sod.

*Those who cross your syndicate...*

**2d8 Punishment**

- 1 Are tarred and feathered
- 2 Are paraded naked through town
- 3 Are beaten with steel rods
- 4 Are placed in the jail of a rival gang
- 5 Have their house burned down
- 6 Have their pets eaten
- 7 Have their loved ones kidnapped
- 8 Have one finger severed per rule they break

## Chapter 4: Public Perception

The way the public perceives a crime syndicate will greatly influence your players' behavior towards them in game.

### For example...

Do your townsfolk make way for your crime syndicate members as they walk through the streets? Or do they laugh at the mention of your crime syndicate's name?

This chapter will determine just that.

**Pro Tip:** If your crime syndicate is scary, show signs that they're powerful instead of telling your players. Below are two examples. In the first one I "tell," and in the second one I "show."

"Everyone was **scared** of the crime syndicate."

"The birds **stopped chirping** when the crime syndicate walked through town, as the townsfolk **ran to hide themselves** in the safety of their hovels."

### A) Renown

How well known is your crime syndicate? Roll 1d4 to find out!

1d4	Renown
1	Nobody knows it
2	Some people know it
3	Many people know it
4	It's extremely famous

### B) Likeability

How liked is your crime syndicate by the public? Roll 1d4 to find out!

1d4	Likeability
1	Hated
2	Tolerated
3	Appreciated
4	Idolized

### C) Power

How powerful is your crime syndicate perceived to be in the public eye? Roll 1d4 to find out!

1d4	Power
1	Harmless
2	Imposing
3	Dangerous
4	Terrifying



## Chapter 5: Crime Boss

Every crime syndicate needs a crime boss! You can roll up a unique crime boss using the tables below.

### A) Rise to Power

---

How did your crime boss rise to power?

**1d4**    **Your Boss...**

- |   |                                 |
|---|---------------------------------|
| 1 | Started the syndicate           |
| 2 | Won the syndicate               |
| 3 | Inherited the syndicate         |
| 4 | Backstabbed the previous leader |

### B) Pet Peeve

---

Let's add some personality by giving your crime boss a pet peeve! I recommend choosing a pet peeve that will cause contention with your players for added drama!

*Your crime boss hates people who exhibit the following trait...*

**1d8**    **Pet Peeve**

- |   |                  |
|---|------------------|
| 1 | Deceitfulness    |
| 2 | Dirtiness        |
| 3 | Forgetfulness    |
| 4 | Impoliteness     |
| 5 | Lewdness         |
| 6 | Presumptuousness |
| 7 | Tardiness        |
| 8 | Unhealthiness    |

### C) Vice

---

Brilliant! Now that we have your crime boss' pet peeve, let's give your crime boss a vice!

*Roll 1d4, or choose a vice from the list below.*

**1d4**    **Vice**

- |   |            |
|---|------------|
| 1 | Alcohol    |
| 2 | Gambling   |
| 3 | Lovemaking |
| 4 | Tobacco    |

### D) Unique Accessory

---

Oh my! And finally... let's deck your crime boss out with a unique accessory that tells everyone watching, "I'm in charge here."

*Roll 1d8 or choose from the list below.*

**1d8**    **Accessory**

- |   |                            |
|---|----------------------------|
| 1 | Large feathered hat        |
| 2 | Polka-dotted necktie       |
| 3 | Bedazzled pocket watch     |
| 4 | Tall ivory high heels      |
| 5 | Gold-rimmed spectacles     |
| 6 | Knife in a platinum sheath |
| 7 | Fingers covered in rings   |
| 8 | Golden teeth               |

## Acknowledgements

### My Incredible Patrons

I would like to thank all of my incredible patrons! The Good ones, the Great ones, The Bright ones, the Brilliant ones, and the Magnificent ones! Your generous contributions help keep this content coming, and I want to thank you very much for your support. I want to especially thank those who supported my work before this compendium was released. You believed in me and my work before I became popular, and I will never forget that. Thank you, from the bottom of my heart.

### My Instagram Community

I am delighted to extend a special “thank you” to my incredible community of dedicated followers on Instagram! You helped me come up with a number of the ideas and concepts that are found in this compendium. Your continued support of @assassin\_NPC on instagram is valued, recognized, and highly appreciated. So thank YOU!

### My Inspiration

Finally, I want to thank God because he gave me the idea to create this Instagram account, to post these silly roll tables, and to branch out into compendiums for you. All my greatest ideas come from him. He truly is the best.

Thank you for reading this! Before you go, I just wanted to say that you matter, you are more valuable than you know, and your life has a purpose far greater than you can see today. Revelation is coming.

Name: \_\_\_\_\_ Date: \_\_\_\_\_

**Syndicate Name:**

**Distinguishing Feature:**

**Funding:** \_\_\_\_\_

**Financial Focus:** \_\_\_\_\_

**Initiation Test:**

**Code of Conduct:**

1. \_\_\_\_\_
2. \_\_\_\_\_
3. \_\_\_\_\_
4. \_\_\_\_\_
5. \_\_\_\_\_

**Welcome Ritual:**

**Punishments:**

1. \_\_\_\_\_
2. \_\_\_\_\_

**Public Perception...**

**Renown:**

**Crime Boss...**

**Rise to Power...**

**Likeability:**

**Pet Peeve...**

**Power:**

**Vice...**

**Unique Accessory...**

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