

CHAPTER THREE

The Mob Turn

A mob turn runs over the course of 1 month. During a turn, your coves commit petty crimes, earning your base income, while your made men lead teams of coves, committing specific crimes. In addition to executing these crimes, a mob also needs to respond to the actions of the authorities, rival mobs, and to random events.

The mob turn runs in the background of a campaign, with the godfather assigning tasks and making decisions, while still continuing his career as an adventurer. As long as a godfather is in regular communication with his mob, he doesn't need to be present to run the organization.

At any point, a godfather can take a direct role in the workings of his mob (for example, leading a raid on a rival mob, or negotiating with the prince), temporarily suspending the mob turn. Once the godfather's adventure is resolved, the mob turn resumes, with the godfather directing the actions of his coves.

mob turn sequence of play

1. Roll for Random Events — page 30
2. Determine Law and Underworld Events — pages 32 and 35
3. Declare and Resolve Crimes — page 17
4. Collect Base Income — page 7
5. Record new Infamy, Respect and Wealth
6. Recruit new Coves and Made men — page 36
7. Pay Upkeep for Coves, Made Men and Defenses — page 37

If ever a godfather is captured, imprisoned, or killed, the mob reverts to performing only petty crimes, and unless the mob has especially deep coffers, it quickly dissolves. See **The Death of a Mob** for more details.

random events

The world is an ever-changing place, and in order to survive, a mob has to change with it. Random events can upset the balance of power in a gangland campaign, creating both opportunities and obstacles where before there were none. They can create adventure hooks, introduce new plot lines, and force complacent, comfortable mobs into action.

The best godfathers are those agile enough to take advantage of this chaos, turning it to their own ends. The worst godfathers are reactionary, cursing the fates for the obstacles set in their path.

The DM rolls random events in secret and weaves them into the natural flow of the campaign. This way a godfather can't know if seemingly trivial events herald something greater, or are really just that — trivial events. As always, the DM has the final say on an event and how it fits into the living campaign. If an event would be too distracting to the PCs or would ruin an ongoing plotline, the DM has the option to roll another event or discard them altogether for the month.

table ix. random events

1d20	Event
1–2	Monster
3	Slumming Noble
4	No Event
5	Mistaken Identity
6	Natural Disaster
7	No Event
8	War Veterans
9	Thieves' Honor
10–13	Godfather's Grace
14	Turncoat
15	No Event
16	Wanted Man
17	Betrayal!
18	No Event
19	Freelance Coves
20	Misstep

Monster: Cities are not immune to threats of the wild. Monsters can erupt from the sewers beneath the city streets, darken the sky above, or even lurk among the ignorant populace. Whether due to bad luck or fate, the mob suffers the brunt of the fiend's might.

Anytime a monster (or group of monsters) threatens a mob, the Encounter Level is the godfather's level +2. If the godfather is present, he and his allies can tackle the monsters in an encounter (potentially leading the heroes back to the monsters' lair). If the godfather is not present, or elects to not to take part in the battle, the mob must fend for itself. Make a Muscle check with a DC equal to the monster(s)' level; on a failed check 1d12+3 coves die in the battle against the monster. On a successful check, one of the coves distinguishes himself in battle. Roll on the Made Man Table (Table III) to determine the cove's emergent gifts.

Slumming Noble: A noble, warded over by an entourage of sellswords and men-at-arms, takes up secret residence in the territory. After quiet investigations, the noble sends a message through the mob, requesting a meeting with the godfather. If the godfather is willing to meet, the noble approaches the mob with a criminal proposition. Perhaps the noble is looking to have a rival assassinated or kidnapped. Perhaps the noble needs the mob's skills in a heist.

If the crime is a heist, the noble offers the mob 50% of the take. If the crime is a service to the noble, he offers the godfather 1,000 gp for the commission of the crime. If the crime is successful, and the mob succeeds on a DC 25 Respect check, the noble joins the mob, becoming a corrupt noble made man.

Mistaken Identity: The godfather is mistakenly accused of assassinating a noble lord. A high reward is offered for the PC's death, and immediately, every bounty hunter in the city is on the hunt for the godfather. The godfather can leave the city until the heat passes (1d4 months) or try to find the real assassin, clearing his name. If the godfather captures the assassin and turns him (or them) over to the prince, he earns +1 Respect.

Natural Disaster: A disaster strikes the city. The disaster can range from fires that sweep through the neighborhood, the plague, a roaring deluge that washes out roads and bridges, hurricanes, or the like. Regardless of the specific disaster chosen by the DM, the effects are largely the same: all income for the month is cut by one-half as the people of his neighborhood work to rebuild their livelihoods. If the godfather comes to the neighborhoods aid, spending at least 500 gp on food and shelter for the poor, the mob earns a +2 bonus to Streetwise and Respect, as the residents of the territory rally behind their benefactor.

War Veterans: A band of soldiers, down on their luck and seeking work, approach the godfather. Desperate for wages, they offer the mob their services for a single mission, in exchange for 100 gp. If the godfather elects to hire the war dogs, they grant a +3 bonus to a single crime with the martial keyword. Following the mission (and a DC 15 Respect check), the soldiers offer to throw their lots in with the mob, becoming men-at-arms in service to the godfather. The band consists of 1d8+1 soldiers; the godfather must hire all or none of them.

Thieves' Honor: A rogue in the service of the mob commits an atrocious crime against a woman or child, and the neighborhood rises up in arms against the mob. The godfather can ignore the row, at a cost of -2 Respect, or he can investigate the crime, bringing justice down on his own servant.

Godfather's Grace: A local resident pleads for a boon from the godfather. The specifics of the boon are up to the DM. The supplicant might want a rival intimidated or knocked off; perhaps his daughter was ravaged by a rival gang, and the father wants revenge exacted on the rogues. Or, perhaps the supplicant simply needs a loan. Sample boons are listed in Appendix E.

In most cases, the godfather will need to assemble a team of coves led by a made man. Except in the most unusual cases, the Crime DC should be no higher than 20.

If the godfather successfully grants the boon, he has gained an ally for life. Word is spread throughout the neighborhood that the godfather is an honorable and upright man, willing to fight on behalf of the weak. After successfully granting

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enough boons, the neighborhood begins to respect the godfather as their "own," and even give the mob warning when rival mobs or the prince's men raid the mob.

table x. boons bonuses

Boons Granted	Respect Bonus	Streetwise Bonus
1-3	+1	—
4-9	+2	+1
10-15	+3	+2
16-22	+4	+3
23-30	+5	+4
31+	+6	+5

Turncoat: A made man enters the neighborhood, seeking asylum with the mob. Fleeing from another mob, the made man asks for a conference with the godfather. He asks to join the godfather's mob, eager to put his skills to work. However, sheltering the made man earns the enmity of the mob he flees from.

The DM should select the specific made man or roll up a random made man.

Wanted Man: Bounty hunters move into the neighborhood stalking one of the mob's made men. With a DC 20 Streetwise check, the mob identifies the bounty hunters before they strike; it is up to the godfather to determine the mob's reaction, if any. On a failed check, the bounty hunters strike before the mob can react, abducting a made man and turning him over to the prince and his men.

Betrayal! One of the godfather's made men turns against the mob. The lieutenant betrays his gang to the authorities and makes off with all the gang's take for the month, along with another 5d20 gp stolen from the mob's treasury. The made man seeks asylum with a rival gang, hiring bodyguards for his defense.

Freelance Rogues: A band of freelance rogues sets up shop inside the mob's territory. The rogues' crimes cut into the mob's take, reducing the mob's monthly take by 3d20 + 25 gp. (If the freelancers' take exceeds the mob's income, the mob has no income for the turn.)

Misstep: A rival mob makes a critical error, exposing itself to the godfather's advantage. Perhaps the mob overextends itself, or allows a secret to slip. For the next 3 months, the DM makes two Underworld checks each month, and the godfather chooses which check to accept.

law events

Every month a mob risks an encounter with the law. The severity of that encounter is determined by luck and the mob's Infamy. While a low Infamy doesn't ensure that the prince won't come down hard on the mob, a high Infamy almost certainly does.

For each month, roll the territory's law dice (see Table I: Territories) + Infamy and consult the following table. If a mob goes for one month without committing any crimes above the protection rackets and extortion necessary to earn your base income, the mob's Infamy decreases by -1. If a mob goes for an entire month without committing any crimes whatsoever (not bringing in any income, including base income), the mob's Infamy decreases by -2. A mob's Infamy score cannot be reduced below 0.

table xi. law events

1d100	Law Event
1	Corrupt Captain
2	No event
3-4	Minor Fine
5	Slipshod Job
6	Vigilante Captain
7	Sweep
8	Corrupt Magistrate
9	No Event
10	Beheading
11-12	Major Fine
13	Raid
14	Botched Job
15	Betrayal
16	Bounty Hunter
17	Street Battle
18	Inside Job
19	Snitch
20-23	Martial Law
24	Vigilante Mob
25+	War

Corrupt Captain: The captain of the local watch offers to turn his back on the mob's illicit activities in exchange for a cut of the take. The captain expects 25 gp per month, reducing the mob's Infamy by -1. If the offer is rejected, or if the PCs ever stop paying the captain, he redoubles his efforts to shut down the mob, increasing the mob's Infamy by +1.

Minor Fine: One of your gang is apprehended stealing from a merchant. Sent before a magistrate, the rogue must pay a 50-gp fine or lose a hand. If the godfather pays the fine, the mob's Respect increases by +1. If the godfather fails to pay the fine, 1d6 coves desert the mob and the mob's Respect suffers a -2 penalty.

Slipshod Job: One of your gang accidentally murders a mark while robbing a home, increasing your mob's Infamy by +1.

Vigilante Captain: A watch captain commits himself to the persecution of your gang. Impossible to bribe, he chases the gang relentlessly. Until he is dealt with, he captures and imprisons 1d4 coves each month.

Sweep: A sweep catches your rogues unaware. Roll a DC 20 Streetwise check. On a failure, 1d8 rogues are captured, put on trial, and set to be hung 10 days later. The godfather can lead a rescue attempt or bribe the gaoler to let his men free (1d4x100 gp). If the godfather frees his men, the mob's Respect increases by +1. If the crew is executed, 1d12 coves desert and the mob's Respect suffers a -2 penalty. If the mob attempts a rescue but fails, no Respect is gained or lost.

Corrupt Magistrate: A magistrate offers to turn his back on the gang's illicit activities in exchange for a cut of the take. The magistrate expects 150 gp per month, reducing the mob's Infamy by -2. If the offer is rejected, or if the mob ever decides to stop paying, the magistrate instructs the watch to crack down on the mob, increasing the mob's Infamy by +2.

Beheading: One of the mob's made men is captured and made to stand trial for the crimes of the gang. The made man is sentenced to beheading 5 days later. The godfather can lead a rescue attempt or bribe the greedy gaoler to free the made man.



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(Bribe check DC 20, 1d8x100 gp). If the godfather frees his made man, increase the mob's Respect by +2. If the made man is executed, 1d12 coves desert and the mob's Respect score is reduced by -2.

Major Fine: One of your gang is apprehended while robbing a merchant. Sent before a magistrate, the rogue must pay a 250 gp fine or suffer life in exile. If the godfather pays the fine, the mob's Respect increases by +2. If the godfather fails to pay the fine, 1d6 coves desert the mob and the mob's Respect is reduced by -2.

Raid: The watch stages a raid on your territory. Roll a DC 20 Streetwise check. If you fail, the watch captures 1d12 + 5 of your coves. The rogues are sent before a magistrate and set to be hung 10 days later. The godfather can lead a rescue attempt or bribe the gaoler to let his men free (Bribe check, DC 18, 1d4x50 gp per cove). If the godfather frees his men, the mob's Respect is increased by +1. If the crew is executed, 1d12 coves desert and the mob's Respect suffers a -2 penalty.

Botched Job: One of your gang accidentally kills a nobleman's son while fleeing the scene of a crime. The mob's Infamy is increased by +2, and the noble family hires an assassin to take down the godfather. Select a suitable assassin from the **Bounty Hunters, Guardsmen, and Assassins** chapter.

Betrayal: A competing mob approaches one of the godfather's made men, trying to steal the made man with offers of gold or threats of violence. Make a Respect check, DC 20. On a failure, the made man goes to work for the opposing mob, stealing 1d12x100 gp from the mob's coffers.

Bounty Hunter: The lords of the city band together, hiring a bounty hunter to bring the godfather to justice. Over the next month, the bounty hunter stalks the godfather; the bounty hunter attempts to capture the godfather, but failing that, settles for killing him, bringing his corpse in for the bounty. Select a suitable bounty hunter from the **Bounty Hunters, Guardsmen, and Assassins** chapter.

Street Battle: The mob falls into a running street battle with the city guard. In the ensuing battle, 1d12 coves die and 2d10 are captured by the guard and sentenced to death by hanging. The godfather

can lead a rescue attempt, but no amount of bribes will convince the gaolers. If the godfather frees his men, the mob's Respect increases by +2. If the crew is executed, 1d12 coves desert and the mob's Respect suffers a -2 penalty.

Inside Job: A corrupt noble approaches the mob, offering the godfather a chance at a major heist. The noble expects to take 70% of the take. If the heist goes off as planned, the mob earns 3d10x100 gp, less the noble's cut. If the mob cheats the noble out of his cut, he secretly begins to manipulate the authorities, increasing the mob's Infamy by +1.

Snitch: One of the mob's made men secretly turns snitch. The mob's income is immediately cut in half as the city watch displays an unerring knowledge of the mob's activities. Ferreting out the snitch requires a thorough investigation on the part of the godfather, or a successful DC 20 Streetwise check.

Martial Law: The city watch instates martial law over the territory: no one is allowed on the streets after dark, bringing nearly all illegal activity to a grinding halt. The mob's monthly base income drops to nothing as the mob is forced to operate in absolute secrecy. The martial law continues unabated for 1d6+3 months, until the mob collapses, or the godfather succeeds in striking a deal with the prince.

Vigilante Mob: Furious at the crime running rampant in their streets, citizens band together, attacking any coves they cross, stoning them to death and hanging the corpses from the city walls. Roll a DC 20 Streetwise check. On a successful check, only 1d10 coves are caught in the riots. On a failed check, 1d20 + 10 coves die in the attacks. The prince responds by instating **martial law** (see above), shutting down the territory for the next month.

War: In response to the ceaseless rise of violent crime, the prince opts to forgo any niceties and razes the territory to the ground. The city watch blockades all streets exiting the neighborhood, stationing troops at every cross-street, and proceeds to torch buildings, burning the neighborhood to the ground. Without immediate and inspired leadership, every citizen, every man, woman and child, dies in the conflagration.

underworld events

The underworld is rife with deceitful villains that eagerly prey upon the weak and helpless. Oftimes, a young mob's greatest threat isn't the prince and his executioners, but rival mobs. Even when a mob controls a city's entire underworld (a rare accomplishment, to be sure!) they face the threat of newer, more agile young mobs from below and inter-city crime syndicates from above.

A mob's best defense against challengers is Respect, the measure of how the underworld regards and fears the mob and its godfather. A high Respect will thwart many would-be rivals, whereas mobs with low Respect can expect to be attacked from all sides.

Respect is vital to the long-term success of a mob, and Respect quickly decreases once a mob is "out of the game." There are always new mobs coming up through the ranks, new godfathers cutting a swath through the underworld, and new legends to be told. Much like a shark, a mob must keep swimming, hunting, and killing, or die.

For each month, roll the territory's underworld dice (see Table I: Territories) + Respect and consult the following table. If a mob goes for one month without committing any crimes above the protection rackets and extortion necessary to earn your base income, the mob's Respect decreases by -2. If a mob goes for an entire month without committing any crimes whatsoever (not bringing in any income, including base income), the mob's Respect decreases by -4. A mob's Respect score cannot be reduced below 0.



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underworld events

0 or less	Gang War!
1-2	Shadow War
3	No event
4-6	Assassination
7	No Event
8-9	Hit
10	No Event
11-13	Kidnapping
14-15	Accord
16	No Event
17	Back Alley Brawlers
18-20	All Quiet
21	No Event
22-24	Thieves' Honor
25+	King of the Ward

Gang war: The rivalry between the PCs' mob and a rival organization explodes into open warfare in the streets. See the Gang War section below for details on resolving these bloody conflicts.

Shadow War: Relations between the PCs and a rival mob degenerate into a hidden war that takes place entirely in the shadows, back alleys, and sewers of the city. The shadow war follows the same rules as a gang war, save that a shadow war runs for a mere 1d4+2 months (or until one of the mobs is defeated). See **Chapter 4: Gang War** for details on running shadow wars.

Assassination: A rival mob attempts a hit on the PCs, or — if the PCs aren't within 100 miles of the city — one of the mob's made men. If the hit is taken out on one of the PCs, choose one of the assassins listed previously under the Bounty Hunters, Guards, and Assassins section. Resolve the combat as normal, with the assassin waiting to make his or her move when the PC is alone. If the PCs aren't possible targets, the PCs' mob attempts a DC 20 Streetwise or Muscle check (players' choice). If the mob succeeds on the check, the made man avoids the hit, but 1d6-2 coves die in the attack. If the mob fails on the check, the made man is assassinated.

Note that unless the PCs succeed in capturing the assassin alive, it isn't necessarily obvious which gang hired the assassin. Investigation on the part

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of the PCs or the mob is necessary to track down who hired the assassin, and what mob the contact was working for. For master assassins, this can require as high as a DC 25 Streetwise check, made either on the part of the PCs or the mob.

Hit: A rival mob attempts a random hit on the PCs' mob as a warning to stay out of its territory. Make a DC 20 Streetwise or Muscle check (players' choice). If the check is a success, the PCs' mob suffers no ill effect. If the PCs fail the check, a single made man (determined randomly) is attacked and left to die on the street corner. If there are no made men in the PCs' mob, 2 coves are killed in the attack. Following the murder, a DC 20 Streetwise check (made by either the mob or the PCs) drums up witnesses to the murder that can help in identifying the mob that ordered the hit.

Kidnapping: A rival mob attempts to kidnap one of the PCs' key made men. Make a DC 20 Streetwise check. If the PCs fail the check, a single made man (determined randomly) is kidnapped. It is left to the DM to determine if the made man is executed or, alternately, held for ransom.

Accord: Recognizing the strength of the PCs' mob, diplomats sent by a rival mob approach the PCs, offering a peace accord. The resultant peace reduces the PCs' Infamy by -1, and increases their Respect by +2. If the PCs enter into a gang war before the end of the next month, their Respect drops by -4.

Back Alley Brawlers: Some of the PCs' coves get into a brawl with the thugs of a rival gang that escalates into a bloody battle. The PCs lose 1d6 coves to casualties and cowardice, and the PCs' Infamy increases by +1.

All Quiet: The territory is unusually quiet, and all the PCs' coves manage to avoid drawing undue attention to themselves. Your mob's Infamy is reduced by 1d4 points.

Thieves' Honor: Following your leadership, other mobs lay low, keeping their violent crimes to a minimum and avoiding encounters with the law. Your mob's Infamy is reduced by 1d4 points and your mob gains 1d6 points of Respect.

King of the Ward: Throughout the criminal underground you are recognized as the chief godfather for your ward or district. Other mobs look to you for leadership, and few are foolish enough to risk earning your ire. Your reign is so complete other mobs offer you a tithe, in the hope of earning your favor. Your mob's Infamy is reduced by 1d4 points, your mob gains 1d6 points of Respect, and the mob collects 1d6x100 gp from tithing mobs.

recruitment phase

Each month, a mob can attempt to call new coves and made men to its banner. Both coves and made men are attracted to mobs with high Respect; godfathers that deal honorably with their own coves and with other mobs are more likely to find it easier to attract new made men.

Coves: During the Recruitment phase, make a DC 15 Respect check. On a successful check, the mob attracts a total number of coves equal to 1d4 + the godfather's Charisma bonus. Additionally, employing moneylenders and vagabond performers in a mob allows for a godfather to recruit extra coves. Godfathers that are truly desperate for manpower can attempt the Hire action, listed under crimes.

It is up to the godfather to decide how many, or how few, coves to allow into the mob. Coves do not work for free. Each cove in a family draws a salary of 1 gp per month.

Made Men: In addition to coves, each month, a godfather can attempt to recruit a made man. Roll 1d20 + Respect + the godfather's Charisma bonus versus DC 20. On a successful check, a made man beseeches the godfather for a position in the mob. Roll on the table III to determine the specific made man. It is up to the godfather to decide whether or not to grant the made man's request and accept him into the mob.

Like coves, made men do not work for free. Consult table III to determine the how much it costs to retain the made man each month.

upkeep

Every godfather's least favorite phase of the mob turn is upkeep. To calculate the month's upkeep, total the number of coves (both active and retired) supported by the mob, the cost of your various made men, and the cost of any defensive measures you've taken. The sum equals the amount that must be paid out from the mob's treasury by the end of the month.

If the mob comes up short of the necessary upkeep, the godfather is faced with a difficult decision. He can choose to let go of coves, made men, and defenses until he has sufficient coinage to pay the upkeep, or he can embark on a adventure hoping to return to the mob with sufficient gold by the end of the month.

If the mob ends the month without sufficient funds to pay at least 10 coves, the mob disbands.

CHAPTER FOUR

Gang War!

Before all else, be armed.

—Niccolo Machiavelli

When two gangs declare open war it is inevitably costly in lives and gold. Day and night, families clash in the streets, alleys, and dive bars, threatening to shut down all business and trade and making it dangerous for even common citizens to walk the streets. Inevitably, gang wars draw the ire of the prince, who — more times than not — cares little for who is right or wrong, opting instead to eliminate both sides of the conflict and let the devils sort them out.



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