

RANDOM ASSASSINS' GUILDS

Use these tables for inspiration or roll them up randomly. Some of the tables could provide more than one answer for the same guild.

d12 The guild's symbol is...

1. A skull.
2. An eye.
3. A flame.
4. A dagger.
5. A scythe.
6. An arrow.
7. A bat.
8. A crow.
9. A fish.
10. A scorpion.
11. A spider.
12. A snake.

d20 The guild's preferred method of execution is...

1. Ingested poison or allergic reaction.
2. Exposure to deadly (but not highly contagious) disease.
3. Contact poison applied to a weapon.
4. Arrow/bolt from range.
5. Knife in the chest or back.
6. Multiple stab wounds.
7. Slitting throats.
8. Gutting or eviscerating.
9. Flaying.
10. Beheading.
11. Strangulation.
12. Hanging.
13. Burying alive.
14. Drowning.
15. Boiling alive.
16. Throwing off a roof.
17. Acid (pouring or submersion).
18. Fiery explosion.
19. Burning alive.
20. Feeding to animals.

d12 Guildmembers typically arm themselves with...

1. Poisoned daggers and shortwords.
2. Throwing knives.
3. Over-sized daggers.
4. Serrated daggers.
5. Daggers and crossbows.
6. Axes and knives.
7. Bows and arrows.
8. Shortwords and crossbows.
9. Sickles and scythes.
10. Garrotes and daggers.
11. Exotic blades and blowguns.
12. Bolas and poisoned projectiles.

d6 Guildmembers typically operate...

1. Alone.
2. In pairs.
3. In small groups.
4. By infiltrating an organization.
5. By impersonating a specific individual.
6. In plain sight.

d6 Guildmembers typically know...

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

d12 The guild's leader is...

1. A dangerous megalomaniac.
2. A charismatic demagogue.
3. A mysterious foreigner.
4. A talented thief.
5. A well-known public figure.
6. A ruthless killer.
7. A femme fatale.
8. A charming rogue.
9. A dashing swashbuckler.
10. A brutish thug.
11. A religious fanatic.
12. A veteran soldier.

d6 The guild's goals include (leadership and rank-and-file members could have different goals)...

1. Expanding the client base.
2. Corrupting and influencing the politics of the city or region.
3. Eliminating a rival assassins' guild in the same city or region.
4. Eliminating a rival assassins' guild in a foreign city or region.
5. Intimidating the masses.
6. Instigating rebellion among the masses.

d12 The guild's headquarters is hidden in or near...

1. The residence of the leader or a senior guildmember.
2. An artisan's shop or guildhall.
3. A merchant's office.
4. A tavern.
5. A brothel.
6. A warehouse or shipyard.
7. A temple complex.
8. The city's sewers.
9. The town hall.
10. An abandoned guildhall or warehouse.
11. An armory or barracks.
12. The residence of a wealthy individual or prominent citizen.

d12 The guild is feared or respected by...

1. Fishermen and sailors.
2. Beggars and orphans.
3. Merchants and moneychangers.
4. Nobles and rulers.
5. Politicians and magistrates.
6. Guards and sheriffs.
7. Soldiers and warriors.
8. Thieves and criminals.
9. Servants and slaves.
10. Priests and sages.
11. Women and children.
12. Other assassins.

d8 The guild refuses to take contracts to kill...

1. Women.
2. Young children.
3. Nobles and prominent citizens.
4. Priests and monks.
5. Peasants and poor folk.
6. Foreigners and travelers.
7. Members of the client's family.
8. Fellow criminals.

d8 Guildmembers typically strike with...

1. Hit-and-run tactics.
2. Ambush tactics.
3. Diversionary tactics.
4. A precisely planned attack strategy.
5. A well-planned escape strategy.
6. The element of surprise.
7. Announcing their presence.
8. No thought of escape.

d8 Guildmembers typically plan their attacks for...

1. Just after sunrise.
2. High noon.
3. Just after sunset.
4. Well into the night.
5. The toll of midnight.
6. After midnight.
7. The wee hours of the morning.
8. Just before sunrise.

INDIVIDUAL ASSASSIN

d12 The assassin has...

1. A flashy earring.
2. Shiny leather boots.
3. A gold signet ring.
4. A dagger in each boot.
5. A mask covering the face.
6. A wide-brimmed hat.
7. A scar on the forearm.
8. A scar on the face.
9. A high-pitched laugh.
10. A bent and broken nose.
11. Low-cut shirt.
12. Neatly trimmed mustaches.

d12 The assassin carries...

1. A blade with a gem embedded in the pommel.
2. A blade with soft leather tassels dangling from the pommel.
3. A blade with a carved hilt (ivory, jade, soapstone, ebony, mahogany, or oak).
4. A blade with a gently curved hilt.
5. A blade with beasts sculpted into the steel of the guard (dragons, lions, scorpions, snakes, spiders, or wolves).
6. A blade made of blackened steel.
7. A highly polished blade.
8. A blade with runes carved into it.
9. Arrows/bolts tipped with black steel.
10. Arrows/bolts with bronzed tips.
11. Arrows/bolts fletched with crow feathers.
12. Arrows/bolts fletched with peacock feathers.

d8 The assassin is looking for...

1. Accomplices to help complete a job.
2. Revenge against a rival assassin.
3. An easy contract.
4. Extra muscle for a tough assignment.
5. Rumors that may lead to a new client.
6. Word from a missing guild contact.
7. Someone to frame up for a murder.
8. A rowdy evening of carousing.