



5 Things to Consider When Adding Criminal Organisations in Your RPG – GM Tips

Full video link: <https://youtu.be/uoWyzuqBl6k>

Criminal Organisations - How do you make them? How do you work with them, and how do you make your players want to join or avoid them?

Here are some questions to consider when adding in criminal organisations into your RPG:

- Why did the organization start? What need or gap was there?
 - Easy money – usually it is because it is easy to make money doing whatever the organization does.
 - You need to understand where the criminal organization came from.
 - Understanding how and why it started will allow you to move forward in terms of knowing its goals.

- What are its goals?
 - Where does the organization see itself in 5 years?
 - Setting specific goals help – create goals that give you adventure opportunities, and that the PC's can disrupt or prevent.
 - Their goal should be physical, practical and immediate. Should be things that the players can stop.
 - Make them short term goals – long term goals do not help you if the PC's don't know what they might be. Short term goals are easier to manage.
 - If the PC's don't know – if you make a criminal organization that no one knows about, it doesn't have any value in your game. (Secret societies are never secret)
 - The players must have a reason to interact with the organization.
 - Don't give up – your organization should never just give up on their goals.

- Why is the organization still operating? Why has it not been stopped? Who is trying to stop it?
 - Bribery and corruption – this is often how evil organisations continue to operate.



