



UNDERWORLD

The underworld of Al'Akwannon varies by region, municipality, race and a variety of factors. What does exist is that virtually everywhere there is a reasonably sized collection of peoples, an underworld presence of one type or another is there as well. In general, organized crime runs the gamut from loosely organized gangs with little crime specialization on a local level to highly organized mafias with various crime specialties and well led on a regional level. There are far more gangs of various types and sizes that could possibly be explained fully so keep in mind the information below covers only those which have so far stood the test of time and are the most influential organizations known.

ORGANIZATIONS

In general, the difference between a simple criminal and a criminal organization is purely the collection of like minded individuals sticking together for the success of their criminal efforts. In general a member will have some manner of identifying mark (usually a tattoo or something similar) or dress (usually colors or something like a bandana type material worn somewhere.) As an average, roughly 1% of a population will be known criminal elements, those who do not hide their presence nor pretend to be something else while an average of 5% of a population will be involved in criminal organizations of one type or another. This is simply a rule of thumb but generally expect that the level of criminal activity in a city to range between 2 and 10 percent of an overall population. Below is a list of the most powerful/prolific criminal organizations in the western world

REGION	ORGANIZATION NAME	NUMBERS
Hippocrane	the Hand	250,000
Lor'Aserion	the Iron Scimitar	75,000
Lor'Aserion	the Cobras	50,000
Morgana	Golden Wolves	50,000
Savage Lands	Sthaga	40,000
Cirdan	Order of the Black Falcon	35,000

LOR'ASERION

Various info on the most organized of the highly prolific underworld portions of Lor'Aserion. The population of Lor'Aserion is around 2.5 million and about 10% of that population is affiliated with gangs in one way shape or form...thus roughly 250,000. Lor'Aserion is a heavily crime laden city/region with one out of every ten people involved with a criminal organization one way or another. This may be as simple as being an innkeeper who provides a place for local gang members to meet to being an actual mob enforcer.

the Iron Scimitar is the most powerful and broad reaching criminal organization in Lor'Aserion and one of the most organized gangs as well. It is the controlling presence in Nofre, Speranca, Zezaro and Azen's zones. Initiated members (leadership positions, hard core/long term members and committed associates) all have a tattoo of a scimitar somewhere on their person in an area that can be shown to identify them to others. Lower level/non-made gang members will utilize a silver/gray band tied somewhere around a wrist, arm, leg or ankle to show their affiliation if they have not been authorized to gain a gang tattoo. When invisibility is key, gesture or password will be used instead – roughly 75,000 members

the Cobras are the second largest of the organized crime organizations in Lor'Aserion. They have a controlling presence in Heironim, Olonso and Mahomat's zones – roughly 50,000 members

the Zheed are a small local gang in Speranca's holdings – roughly 5,000 members

OTHER REGIONAL GANGS AND MAFIAS

The below have made an appearance of some kind in a previous game

Ghost Fists a mafia within the Isengrim Green Zone – of the roughly 120,000 gangsters in Isengrim overall (due to the contested nature of the city, there are distinct separations here,) the Ghost Fists number around 30,000

Ice Talons most powerful mafia in Krystallia – roughly 15,000 members

al'Din Calish a powerful mafia family in Eulan, Hordelands – roughly 7,500 members

Sthaga a powerful mafia/assassin consortium in the Savage Lands – roughly 40,000 members

the Silver Jackals a small mafia organization in Anga Tyr (capital of the Tsardom of Aerik) – roughly 1500 members

Notable “Light” Underworld Areas

Tynderius – with a population of nearly a million, this city has no major known organized crime syndicate, but rather small gangs who generally survive by keeping as low a profile as possible. For the entire city, the number of gang members is less than 10,000 and generally made up of small gangs numbering less than 1000 members

Key Mafia/Gang Roles

Drug or Weapon Buyer

Weapon Supplier/Seller

Human Trafficker

Pimp/Madam

Foot Soldier

Bodyguard

Drug Dealer

Deal Maker

Negotiator

Counterfiter

Thief/Cutpurse

Mule (contraband transporter)

Lookout (in gang controlled areas or for deal protection)

Pirates

Another key underworld element is that of pirates. Pirates are most prolific in two regions on the western continent: the Golden Triangle sea lanes of the Rune Sea and the Tiger Straits sea lanes and areas of the Savage Sea