

FACTIONS

Many factions exist in the Freelands with their own motivations and goals, and these can often align with the characters' goals or even come at odds. The East Azesh Commerce is a trading company larger than many governments that the characters may encounter in their adventures.

EAST AZESH COMMERCE

East Azesh Commerce, commonly referred to as E.A.C, is the largest privately held company in the southern hemisphere, if not the world. The company was founded 207 years ago by humans by Sir Phillian Doyle, an explorer from the northern continents, and Levi Rotbert, a businessman heavily indebted to the crown. Close friends, Phillian and Levi fled their home country to avoid Levi's debts and re-established themselves on one of the southern continents. The pair quickly identified a new business opportunity to capture and sell a rare species of parrot they discovered in the southern jungles to their wealthy contacts in the north, who were eager to spend some of their hordes of wealth on the intelligent "exotically beautiful" creatures. The business was wildly successful, and it wasn't long before the pair expanded beyond the wildlife trade into other sorts of resource extraction. Thirty employees became seventy, and then seventy became one-hundred-fifty, and one-hundred-fifty ballooned into over a thousand as the newly minted East Azesh Commerce purchased ships, warehouses, plots of land, mines, and associated infrastructure to facilitate their explosive business expansion.

Now, 207 years later, East Azesh Commerce is a monstrous trading company large enough to pay for its own professional fighting force, contract out mages and diviners, and establish their own government in the towns they build to harvest the resources within the territories they control. They have offices and embassies in cities around the globe. The company is larger than many state governments. The current president, an elf named Aiduin Sylfaren, oversees a networked hierarchy of middle management, who oversee the countless laborers that form the company's bedrock. The company's formal uniform easily identifies members of leadership



and soldiers in the professional army — grey bycocket hats accented with a single orange feather and paired with calf-length orange capes. The company's motto is "people, profits, power." The company treats all of its employees well (including their common laborers), paying excellent wages (comparatively) and providing ample opportunities for advancement. However, the people who stand in the company's pursuit of profit, even if they are innocents caught by unfortunate circumstance, are chewed up and spit out. If it can turn a profit, E.A.C is either already invested or strongly considering expansion, and they will let nothing stand in their way. Their vast wealth has recently led them into the acquisition and sale of powerful magical items. For this purpose, they frequently contract out adventuring parties, for the skills required to procure such items are difficult to maintain within the organization.

Plot Hooks

You can use the following plot hooks as seeds to craft your own adventures that introduce the characters to the company:

1. East Azesh Commerce is planning to take over an independent settlement near a recently discovered diamond mine. The residents want nothing to do with the company, and hope the adventurers can help deter the company's "diplomats" and intimidators.
2. Research conducted by company mages suggests the presence of a potentially powerful magical item in the old tomb of a forgotten king, some distance to the east. The company seeks to hire an adventuring party to investigate the tomb and recover the magic item on their behalf. They offer to pay handsomely.
3. A noble who believes she has been ripped off by the company after purchasing bolts of silk for what she now realises is an exorbitant price wants to hire the party to infiltrate a local company office and steal from its vault the exact amount of gold she believes she is owed.
4. A group of pirates has identified a company treasure ship that is planning a route around the southern tip of the continent. They want the experienced combat prowess of the party to help them attack the ship and take its treasure for themselves, promising to cut the party in. The pirates are mulling over whether or not they will attempt to betray the party.

EAST AZESH COMMERCE MEMBERS

NPC	CR
Guard	1/8
Noble	1/8
Scout	1/2
Spy	1
Veteran	3
Gladiator	5
Mage	6

